

CPC GAME LIMITS AND COLLECTIONS

GAME TYPE	GAME LIMIT	COLLECTION RATE		
		J.P. DROP	PLAYER	PLAYER/ DEALER *
CALIFORNIA BLACKJACK	2-20 BJ	***	0.5	\$1.00
	10-100 BJ	***	\$1.00	\$2.00
	25-100 BJ	***	\$1.00	\$2.00
	50-300 BJ	***	\$2.00	\$4.00
PAN-9	10-100 P-9	***	\$1.00	\$2.00
	25-100 P-9	***	\$1.00	\$2.00
	50-300 P-9	***	\$2.00	\$4.00
	100-500 P-9	***	\$3.00	\$5.00
PAI GOW	10-100 PGP	\$1.00	\$1.00	\$2.00
	25-100 PGP	\$1.00	\$1.00	\$2.00
	50-300 PGP	\$1.00	\$2.00	\$4.00
	100-500 PGP	\$1.00	\$3.00	\$5.00
BACCARAT	10-100 BAC	***	\$1.00	\$2.00
	25-100 BAC	***	\$1.00	\$2.00
	50-300 BAC	***	\$2.00	\$4.00
	100-500 BAC	***	\$3.00	\$5.00
TILES	10-100 PGT	***	\$1.00	\$2.00
	25-100 PGT	***	\$1.00	\$2.00
	50-300 PGT	***	\$2.00	\$4.00
	100-500 PGT	***	\$3.00	\$5.00
LIMIT COLL.	CARIBBEAN STUD 5-50			
	\$0.50	\$1.00	ANTE	\$5.00

POKER	LIMIT	BUY-IN	BLINDS	J.P. DROP	7 or more	6 or less
					players *	players *
HOLD-EM	2-4 HOLD	\$20.00	***	\$2.00	\$1.00	\$2.50
	3-6 HOLD	\$30.00	***	\$3.00	\$1.00	\$3.00
	4-8 HOLD	\$40.00	***	\$4.00	\$1.00	\$3.00
	6-12 HOLD	\$60.00	***	\$6.00	\$1.00	\$3.00
	9-18 HOLD	\$90.00	***	\$9.00	\$1.00	\$4.00
STUD	2-4 STUD	\$20.00	***	\$2.00	\$1.00	\$2.50
	3-6 STUD	\$30.00	***	\$3.00	\$1.00	\$3.00
	4-8 STUD	\$40.00	***	\$4.00	\$1.00	\$3.00
	6-12 STUD	\$60.00	***	\$6.00	\$1.00	\$3.00
	9-18 HOLD	\$90.00	***	\$9.00	\$1.00	\$4.00
OMAHA	Pot Qualifier				7 or more	6 or less
	LIMIT	BUY-IN	BLINDS	J.P. DROP	players *	players *
	2-4 KILL	\$40.00	\$40.00	\$2.00	\$1.00	\$2.50
	3-6 KILL	\$60.00	\$60.00	\$3.00	\$1.00	\$3.00
	6-12 KILL	\$60.00	\$60.00	\$6.00	\$1.00	\$3.00
MEXICAN POKER	FORCED BET				7 or more	6 or less
	LIMIT	BUY-IN	ANTE	J.P. DROP	players *	players *
	2-4 MP	\$20.00	\$0.50	\$2.00	\$1.00	\$2.50
	3-6 MP	\$30.00	\$0.50	\$3.00	\$1.00	\$3.00
	4-8 MP	\$40.00	\$0.50	\$4.00	\$1.00	\$3.00
RAZZ	FORCED BET				INDV. COLL. (per half hour)	6 or less
	LIMIT	BUY-IN	ANTE	J.P. DROP		players *
	30-60 MP	\$300.00	\$5.00	\$10.00	\$1.00	\$8.00
	50 - 100 MP	\$500.00	\$10.00	\$15.00	\$1.00	\$9.00
	60 - 120 MP	\$600.00	\$10.00	\$20.00	\$1.00	\$10.00
CHINESE POKER	LIMIT	BUY-IN	ANTE	COLL.		
	2 KON.	\$20.00	\$0.50	\$2.00		
	3 KON.	\$30.00	\$0.50	\$2.00		
	5 KON **	\$50.00	\$1.00	\$2.00		

* A \$1.00 collection fee and jackpot fee is taken on a per hand
The the jackpot fee is taken from the dealer button position.

* In all games, *Per Hand Collections* are taken from the pot
after the drop, before the flop.

	LIMIT	J.P. DROP	PLAYER	BANKER
BLACKJACK	\$5-\$50	\$1.00	0.5	\$1.00
	100-1000 P-9	\$1.00	\$5.00	\$10.00
	300-1000 P-9	\$1.00	\$5.00	\$10.00

PAN-9	100-1000 P-9	\$1.00	\$5.00	\$10.00
	300-1000 P-9	\$1.00	\$5.00	\$10.00

PAI GOW	100-1000 P-9	\$1.00	\$5.00	\$10.00
	300-1000 P-9	\$1.00	\$5.00	\$10.00

21st CENTURY	100-1000 P-9	\$1.00	\$5.00	\$10.00
BACCARAT	300-1000 P-9	\$1.00	\$5.00	\$10.00

TILES	100-1000 P-9	\$1.00	\$5.00	\$10.00
	300-1000 P-9	\$1.00	\$5.00	\$10.00

CARIBBEAN STUD 5-50				
	10-100 BJ	***	\$1.00	\$2.00
	25-100 BJ	***	\$1.00	\$2.00

POKER	LIMIT	BUY-IN	SMALL BLIND	BIG BLIND	J.P. DROP	COLL.	6 or less players
HOLD-EM	8-16 HOLD	\$80.00	\$4.00	\$8.00	\$1.00	\$4.00	\$2.00
	10-20 HOLD	\$100.00	\$5.00	\$10.00	\$1.00	\$3.00	\$2.00
	15-30 HOLD	\$150.00	\$5.00	\$15.00	\$1.00	\$4.00	\$2.00
	25-50 HOLD	\$250.00	\$15.00	\$25.00	\$1.00	\$4.00	\$3.00
	30-60 HOLD	\$300.00	\$15.00	\$30.00	\$1.00	\$4.00	\$3.00
	40-80 HOLD	\$400.00	\$20.00	\$40.00	\$1.00	\$4.00	\$3.00

	LIMIT	BUY-IN	SMALL BLIND	BIG BLIND	J.P. DROP	COLL.	6 or less players	Pot Qualifier
OMAHA	4-8 KILL	\$40.00	\$2.00	\$4.00	\$1.00	\$3.00	\$2.00	\$80.00
	15-30 KILL	\$150.00	\$5.00	\$15.00	\$1.00	\$4.00	\$2.00	\$300.00

POKER	LIMIT	BUY-IN	SMALL BLIND	BIG BLIND	J.P. DROP	COLL.	6 or less players
NO LIMIT	\$200	\$200.00	\$3.00	\$5.00	\$1.00	\$4.00	\$2.00
HOLD-EM	\$300-\$500	\$300.00	\$5.00	\$10.00	\$1.00	\$4.00	\$2.00
	\$1,000	\$1,000.00	\$10.00	\$20.00	\$1.00	\$4.00	\$2.00

NO BUST 21st CENTURY BLACKJACK

4.0

4/23/2006

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Existing issued patents

6,855,051	Dated	February 15, 2005	No Bust 21 Blackjack
6,776,416	Dated	August 17, 2004	No Bust Blackjack Type Game
6,855,051	Dated	January 9, 2001	No Bust 21 Blackjack
7,022,015	Dated	April 4, 2006	No Bust 21 Blackjack

21st Century Blackjack Trademark Registration No. 2,485,604

No Bust Blackjack Trademark Registration No. 2,404,922

OBJECT OF THE GAME

The object of the No-Bust 21st Century Blackjack is for the Players and the Player/Dealer to add the numerical value of their cards and:

- Obtain the best possible hand of 21 and a half, or "Natural." (This hand pays 6 to 5.)
- A "Natural" beats all other hands.
- Draw additional cards if needed.

VALUE OF CARDS

A plural standard deck of cards with no Joker is used in the play of the game. The game can be played with a minimum of one (1) and a maximum of eight (8) decks.

- Any two cards consisting of any special bonus ace with any 10 value or face card is also the best hand (Natural). Natural hand beats all other hands.
- An Ace has a value of 11 and a half on first two cards, 1 or 11 on three or more cards.
- All cards from 2-10 have their face value.
- Picture or face cards have a value of 10.

RANKING CHART

Card	Value
Ace	11 and a half on first two cards, 1 or 11 on three or more cards
Two	2
Three	3
Four	4
Five	5
Six	6
Seven	7
Eight	8
Nine	9
Ten	10
Jack	10
Queen	10
King	10

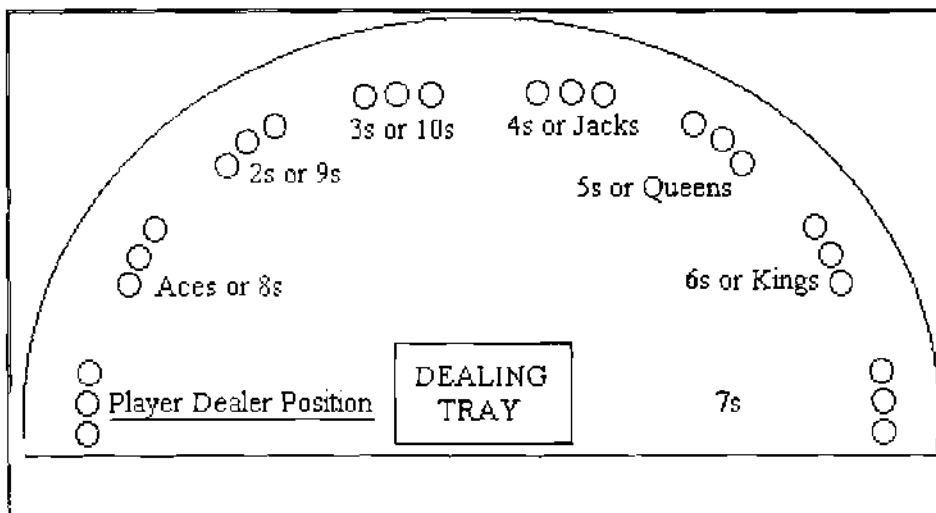
ROUND OF PLAY

1. No-Bust 21st Century Blackjack is played on a raised gaming table. The table seats eight players who face the Dealer in a 180-degree seating arrangement. The tables are commonly used in the casino industry. The casino Dealer stands opposite of the players, and in the center of the table. The casino Dealer's chip tray is set in front of him/her. The play starts from the left of the dealer and proceeds in a clock-wise fashion.
2. The game utilizes a special 52-card deck. The aces are bonus cards with the value of 1 and a half on first two cards and 1 or 11 on three or more cards the game can be played with a minimum of a one deck, totaling 52 cards and to a maximum of eight decks totaling 416 cards.
3. All tables will have some type of signage where the name of the game is displayed, along with the minimum and maximum wager allowed, and collection fee for the Players and Player/Dealer. A maximum of three collection rates are allowed in compliance with the California Penal Code.
4. A standard round of play begins when a Player/Dealer is designated. The Player/Dealer will place an amount of money (casino chips) in front of their seat in a betting circle and that money will be used to pay the winners and will also set the amount that he/she can collect from the loser. The casino will place a "button" in front of the Player/Dealer which designates that they are taking the "Player/Dealer" position and further designate whether it is the first or second turn for the Player/Dealer in the banking position. The Player/Dealer will place the collection fee in front of his betting circle.
5. Players at a table then place their wagers in designated betting circles. The Players may place a wager at his/her seat along with other unoccupied betting circles. Each Player must pay the posted collection for the wager they placed in any betting circle where they have money or "action".
6. Once the Player/Dealer has posted the amount of money he/she will wager against the other Players, and once the Players have placed their wagers, the casino dealer will collect all of the fees. This will always be accomplished prior to the start of the game in accordance with the California Penal Code. The casino dealer will take the collection fees and drop them into a locked collection box affixed to the gaming table.
7. After the fees have been collected, the Dealer will deal the cards to the Players and the Player/Dealer. All cards dealt throughout the game are always dealt face up. The casino Dealer is the only person on the table to touch the cards. The Players will signal to the Dealer by hand gesture if they wish to hit or stand. These hand signals will be consistent with industry standard signals such as moving their hand in a sweeping motion towards their body indicating they want an additional card and in moving their hands in a side to side manner, indicating they wish to stay with their cards on the table. The casino Dealer deals the first card to the Player seated to the left of the designated Player/Dealer, in a clock-wise fashion. Each Player will be dealt one card face up and the Player/Dealer will receive his/her first card also. The Player/Dealer's first card will be placed in front of the casino dealer rather than in front of the Player/Dealer's seat position.
8. The casino Dealer will deal a second face up card to the players, again starting at the Player to the first seated position to the left of the Player/Dealer, in a clock-wise fashion. The Player/Dealer will receive a face down card.

9. Players must follow the below listed chart in deciding whether to hit or stand on a particular hand:

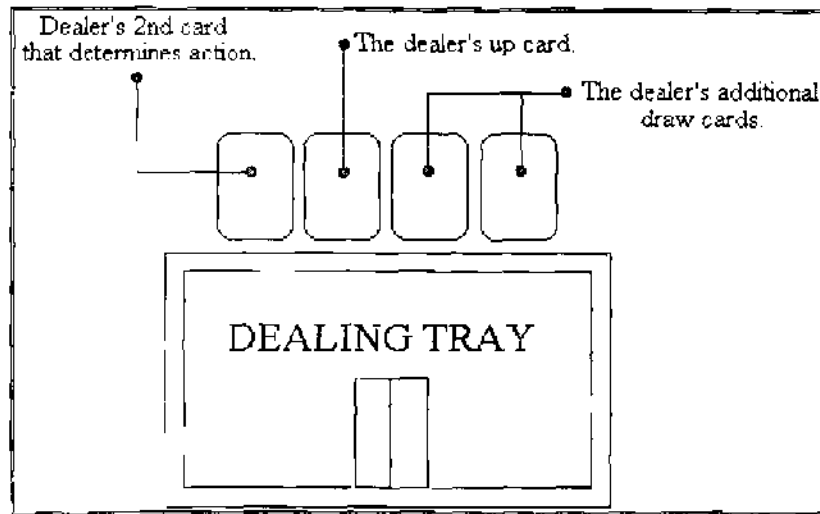
Rules For Player		
<i>Must Stand On</i>	<i>Must Hit On</i>	<i>Have Option On</i>
Soft & Hard 21 "Naturals"	11 Or Less	12
		13
		14
		15
		16
		17
		18
		19
		20

10. After all Players have made their best hands by indicating to the casino Dealer that they do not wish to have additional cards dealt to them, the house Dealer will turn over the Player/Dealer hole card. This card will determine where the "action button" will be placed.
11. The Action Button determines where the action starts or who will be first to be paid for their winning hand or lose their wager. The Action Button is placed based on its numerical value and in comparison to the Players seated at the table. (Please see the chart below for an example of how the card's value is used to determine the placement of the Action Button.



12. Once the hand is played to the end, the payout or collection of the wagers will begin at the seat where the action button is placed. The settling of the wagers will proceed in a clock-wise manner until all wagers have been acted upon.
13. In the event that the Player/Dealer does not have enough money on the table to cover all the wagers on the table, there will be no free collection button, refund, or other conciliatory action give to the affected Players by the casino or the Player/Dealer.

14. The Player/Dealer's cards will always be dealt and placed in front of the casino Dealer's tray. The placement of the Player/Dealer's cards is standard in all games and is depicted in the chart below:



15. The casino Dealer continues to draw cards for the Player/Dealer, if necessary until a Hard 17 or higher number is reached. The Player/Dealer does not have an option of hitting a Hard 17 or higher nor staying on a Soft 17 or lower. See the chart below for details:

Rules For Player/Dealer		
<i>Must Stand On</i>	<i>Must Hit On</i>	<i>Have Option On</i>
Hard 17 And Above	Soft 17 Or Less	None

16. Once the Player/Dealer's hand has been made, all winners and losers are determined when their card's numerical value are compared to the Player/Dealer's. The Player/Dealer is never required to cover all opposing player's wagers. A Player/Dealer can only win or lose as much as they have placed on the table to cover a portion or all of the wagers. If there is not enough money from the Player/Dealer position to cover all winning wagers, there will be no refund, free collection, or other form of rebate given to the affected Players.
17. After all wagers are settled, the cards are collected and discarded. The bank button is changed and after every two hands, the Player/Dealer position is rotated in a clock-wise fashion around the table.
18. The next round of play begins once the casino Dealer collects all cards from the table and places them in the discard tray. The casino Dealer will also change the Bank Button, and if necessary (if the same person has already held the Player/Dealer position twice) rotate the Player/Dealer position clock-wise to the next position on the table. If there is no person that intervenes on the Player/Dealer's position, the game will be "Broken" or stopped, as required by the California Penal Code.

GAME RULES

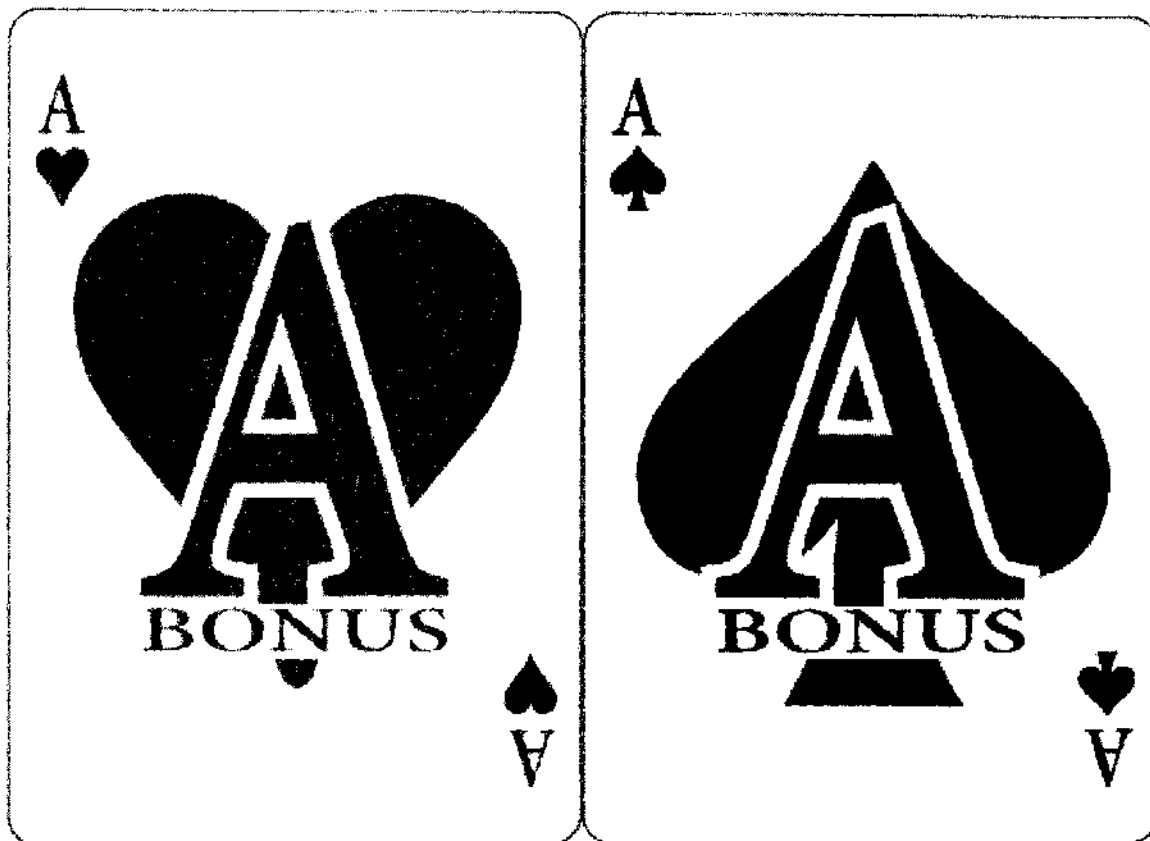
1. A "Natural " (21 1/2) is the best possible hand. If the player and the Player/Dealer's hands are both a "Natural , " the hand is a push or tie, and no action is taken on the wager.
2. If a Player's total is less than a "Natural" and the Player/Dealer's total is more than a "Natural" the Player wins the hand.
3. If a Player's total is less than a "Natural" and the Player/Dealer's hand is less than a, "Natural" the hand closest to a "Natural " wins.
4. If a Player and the Player/Dealer have the same total and it is less than a "natural , the hand is a push or tie, and no action is taken on the wager.
5. If a Player's and the Player/Dealer's totals are more than a "natural ", the following will apply:
 - a. If the Player/Dealer is closer to a "natural , " the Player/Dealer wins the hand.
 - b. If the Player is closer to a "natural " the Player loses except when the Player has a 3-card hand with the value of 23, 24, or 25 and then they will "PUSH".
6. The Player/Dealer wins all ties or pushes over a "natural ."
7. If a player has more than a "natural " and the Player/Dealer has less than a "natural , " the Player/Dealer wins. The player would win if they had less than a "natural " and the Player/Dealer had more than a "natural ."
8. Two cards 21and half beat all other hands. The game is played on an industry standard Blackjack table where up to eight primary players can be seated.
9. All collection fees are collected by the casino Dealer prior to the start of play. Collection fees are pre-determined by the casino and can be up to three separate rates per game. All collection rates and wagering limits for the game will be posted at each gaming table and will not be based on a percentage or other factors.
10. Backline betting is allowed; subject to local Ordinance or Code.
11. Third Party Providers of Proposition Player Services, as defined in Section 19984 of the California Business and Professions Code (the Gambling Control Act), are permitted to play.

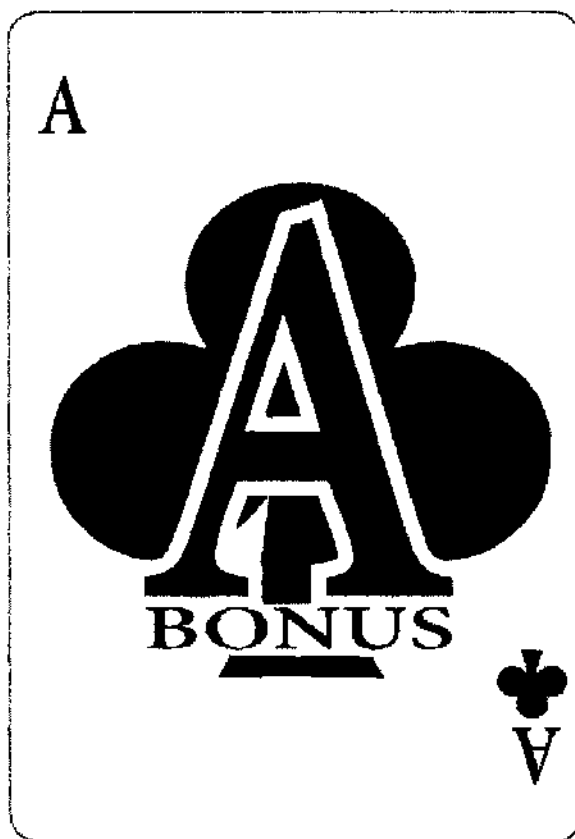
DOUBLE-DOWN, SPLIT, SURRENDER, ODDS, & INSURANCE

- **DOUBLE-DOWN**
 - Players can double-down on the first two-cards only, with the exception of all Natural . The Player must place a second wager equal to the wager he/she originally placed prior to the start of the game. The Player will only receive one card regardless of the total.
 - There is no extra collection fee taken by the casino on any double-down or split executed by a Player, nor is there any extra collection fee charged to the Player/Dealer.
- **SPLIT**
 - Players can split any two cards of the same value originally dealt to them. The Player must place a second wager equal to the wager he/she originally placed prior to the start of the game. A Player may draw as many cards as they desire per split card to make the best hand. Players may double-down or surrender after each split.
 - Players can split any two Aces originally dealt to them but can only receive one extra card per Ace. The Player must place a second wager equal to the wager he/she originally placed prior to the start of the game. Multiple splitting of cards is permitted. Multiple splitting of aces is permitted.
 - There is no extra collection fee taken by the casino on any double-down or split executed by a Player, nor is there any extra collection fee charged to the Player/Dealer.
- **SURRENDER**
 - Players can surrender at anytime if they do not exceed 20. If they choose to surrender, half of their wager will be forfeited. The Player must indicate they wish to surrender before the Player/Dealer's second card is dealt. Their (the Player's) play for that hand will cease.
- **ODDS**
 - Any Blackjack hand pays 6 to 5
- **INSURANCE**
 - When the Dealer has an Ace showing, Players can take insurance by betting 1/2 of their Blackjack wager. If the Player/Dealer has a Blackjack the insurance bet is paid 2 to 1 and the Player's blackjack wager loses if the Player does not have a Blackjack.

All pay-offs are to the extent that the Player/Dealer's money covers the action on the table. A Player/Dealer cannot win or lose more than the entire amount of money placed on the table prior to the start of the hand.

Bonus Ace'



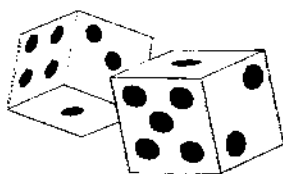


LEGAL

The Player/Dealer position must rotate in a continuous and systematic fashion, and cannot be occupied by one person for more than two consecutive hands. There must be an intervening Player/Dealer so one person cannot continually occupy the position and the "Bank" hand within the meaning of *Oliver v. County of Los Angeles* (1998) 66 Cal. App. 4th 1397, 1408-1409. And in addition to the meaning of AB 1416 (the Wesson Bill) which added section 330.11 to the California Penal Code relating to the California licensed gambling establishments and any future regulatory guidelines from the California Department of Justice, Division of Gambling Control, with respect to the operation of a controlled game featuring a Player/Dealer position.

21st Century Blackjack Collection

Table Limits	Player/Dealer Collection	Player Collection
\$2 - \$20	\$1	\$0.50
\$10-\$100	\$2	\$1
\$25-\$100	\$2	\$1
\$50-\$300	\$3	\$2
\$100-\$500	\$5	\$3



Posoy[®]

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POSOY

Introduction

The exact origin of Posoy is unknown, but it has been played in the Asian community for many years, especially in the Philippines.

The game is played with a regular fifty-two card deck, and a standard Poker Ranking is applied. The maximum number of players is four, any one of which could be the dealer. The dealer is only the dealer. The dealer only deals the cards out to the four players, and is not involved in the payoff.

The ***Four players, any one of which can be the dealer***, are dealt thirteen cards each, starting from the Action Button clockwise and must arrange those cards to form three Poker hands:

- (1) a three card front segment (straights and flushes do not count in the three card segment except for Specials),
- (2) a five card middle segment, and
- (3) a five card back segment.

*To be valid, the front segment may not rank higher than the middle segment, and the middle segment may not rank higher than the back segment.

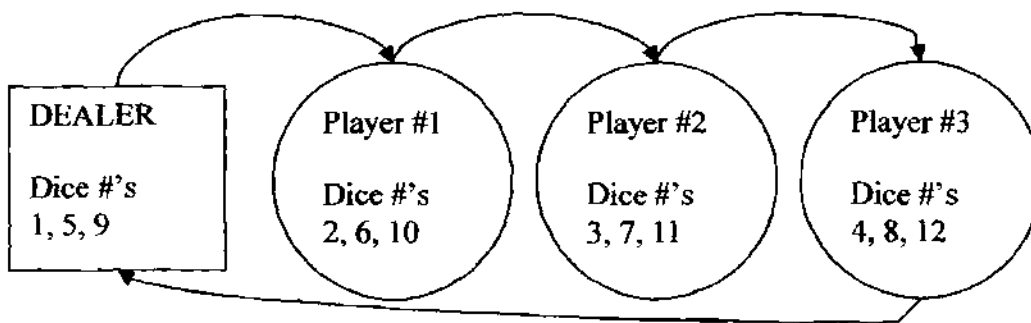
Objective

The object of the game is for a player to set his three segments in such a manner that they beat the respective segments of the dealer. Should a ***player or player/dealer*** fail to set his cards in the proper ranking order or in the prescribed 3-5-5 combination, the hands are considered fouled and that player forfeits all wager. When all the players/dealer has set their hand, the cards are turned face up. Each player compares his three segments against the hand of the ***dealer***, one player at a time, beginning with the action player and moving clockwise around the table.

POSOY

Rules of Play

1. Collections are taken in advance.
2. All cash must be changed to chips
3. All cards must stay on the plane of the table.
4. The dealer wins all hands which are identical in value (copy).
5. The action button is determined by a random selection device, a cup with 2 dice, which is used to start the deal clockwise from the dealer. Illustrated below.



For example: if the dice number is 2, the action button will start with player #1, left of the dealer.

POSOY

Rules of Play continued

6. All the players' hands and wagers are compared and settled against the dealer's hand and wagers starting with the action button. An example is shown below.

	<u>Dealer's Hand</u>	<u>Player #2 Hand</u>
Front:	King, King, Four	Queen, Queen, Four
Middle:	Jack high straight	Two Pair, Seven, Seven, Six, Six, Ace
Back:	Full house, Five, Five, Five, Two, Two	Four of a Kind, Three, Three, Three, Three, Ten

- On the Front segment the Dealer wins
 - On the Middle segment the Dealer wins
 - On the Back segment the Player wins
- *Therefore, each segment is paid separately.

7. The player/dealer has three chances to win per hand as bets are placed on each of the front, middle and back segments.

1. *Version 1 (previously approved)*

- a. bets on the front, middle, and back are separate and independent bets, and each are compared and paid separately.
- b. a minimum of x dollars each segment

*See Posoy© layout for more detail.

2. *Version 2*

- a. *exactly the same as #1, with the addition to all bets on each segment must be of equal value*

3. *Version 3*

- a. *exactly the same as #1 and/or #2, with the addition of 1 to 6 jokers can be used as aces, straights, and flushes*

4. *Version 4*

- a. *exactly the same as #1 and/or #2, with the addition of Jokers are wild, 1 to 6 jokers can be used*

5. *Version 5*

- A. *a single bet is placed, and the player/dealer must win two of the three segments in order to win the bet.*

*Each casino has the discretion to choose any of the above versions.

POSOY

Rules of Play continued

** The noted versions may be played with the following specials. A special is when the player and/or player/dealer automatically wins with any of the following hands:*

- 1. 6 pairs*
- 2. 13 cards of any one color*
- 3. Any four-of-a-kind*
- 4. Ace to King*
- 5. Ace to King, with the same suit*
- 6. Ace to King, with the same color*
- 7. Straight flush*
- 8. Three straights, top, middle, and bottom segments*
- 9. Any three flushes, top, middle, and bottom segments*
- 10. Composed of cards between 2 to 9 of any suit*

Notations:

- If both the player and player/dealer has one of the above specials it will be a push*
 - Each casino has the discretion to choose any of the above specials to be played*
8. All actions including movements on the hand and settlements of wager moves clockwise
 9. Each player in the clockwise turn has the option to be designated player or dealer.
 10. Attempts to switch, pass, or hold out cards will cause the player's hand to be fouled and forfeiture of what wager to the extent that money covers. Players found guilty of such actions will be barred and may be subject to prosecution.
 11. Players in violation of the game or the House rules must accept consequences and decisions rendered by the floor supervisors without exception.
 12. Most Paigow Poker rules apply.
 13. The management reserves the right to make decisions which are in the best interest of the game(s). Therefore, under special circumstances, a decision may be rendered that is contrary to the strict and technical interpretation of these rules.
 14. Management reserves the right to refuse service or to bar anyone who in their opinion is inimical to the same and secure operation of the casino facility.
 15. The table size is that of a regular black jack table or smaller.

Equipment needed: an action button, which is a cup with 2 dice.

POSOY

Glossary of Terms Used in the Game

Posoy:	Occurs when a player wins all three segments
Homerun:	When the dealer beats all three players on all three segments
Pow:	Fouled hands against regular hand
Butoa (boo-tau):	Nothing, nothing
Pair Pair:	Pair on front and pair on the middle segment

Crystal Park Casino

California Games
ASIAN BACCARAT

Asian Baccarat is a fast paced game that resembles Baccarat. The object of the game is for your cards to total as close to nine as possible. The goal is for your hand to beat the Player/ Dealer hand.

DEALING THE GAME

In the game, a dealing shoe is used to hold 8 decks of cards.

The house dealer deals 4 cards to the croupier in the following sequence:

- ♦ One card to the croupier, one card tucked under the corner of the shoe, one card to the croupier, and one card under the corner of the shoe.
- ♦ The dealer will take the two cards on the corner of the shoe, and place them in front of the croupier in the Player/ Dealer box. The other two cards will be used for the Players hand. (See attachment A).
- ♦ The croupier will turn over the player's cards.
- ♦ All players making wagers against the Player/ Dealer will play the Players hand (as community cards).
- ♦ If the Players hand is 7, 8, or 9 there will be no additional cards drawn for the Players hand.
- ♦ If the Players hand totals 4, 5, or 6 each player betting against the Player/ Dealer will have an option to draw an additional card. (Example: Seat 1 wants to draw a card, seat 2 does not want an additional card, seat 3 and 4 want an additional card, etc.).
- ♦ The Player/ Dealer moves every two hands clockwise around the table in a continuous systematic rotation so that every player has the option of being the Player/ Dealer.

PLAYING THE GAME

- ♦ Each seat will receive a separate draw card in sequence, face down. That card will be added to the 2 community cards for the Players and compared against the Player/ Dealer hand.
- ♦ If the Players' cards total 3 or less, everyone wagering against the Player/ Dealer will receive an additional draw card.
- ♦ The Player/ Dealer hand will be turned over and if an additional card is requested, the Player/ Dealer will be given a card.
- ♦ The object of the game is for your cards to total as close to nine as possible. The goal is for your hand to beat the Player/ Dealer hand.
- ♦ In Asian Baccarat, all tens and picture cards have a value of zero. If the value of the hand is a double-digit number, the first digit is disregarded. Example: A player receives a jack and a six and draws an additional card of seven. JACK + 6 + 7 = 13. The value of the hand is now 3.
- ♦ The deck consists of 8 regular decks (416 cards). If the Players hand is closer to 9 than the designated Player/Dealer hand, the Player wins. If the Player/Dealer and Players hand add up to the same value, a "push" or tie results. In the event of a tie, no one wins or loses.
- ♦ The Player/ Dealer shakes the dice cup to determine the "action spot," that is, the position of the first hand that will be compared against the Player/ Dealer and which Player will receive their draw cards first. The total count of the dice determines which seat is the "action spot."
- ♦ The Player/Dealer position is always 1, 9, and 17 regardless of how many players are seated.
- ♦ The draw begins clockwise from the Player/ Dealer, which makes the Player/ Dealer the last person to draw. All hands play against the Player/ Dealer hand to the extent that money covers.

WAGERING

Prior to the opening of the dice cup, each player in the game shall make a wager, which shall win if it ranks higher than the hand it opposes. All Player wagers shall be within table limits, after posting a collection. A wager made in accordance with these rules shall be void (push) when the point total of a Players hand ranks the same as the Player/Dealer hand.

- ♦ The Bank shall collect all losing wagers and play all winning wagers at the rate of 1 to 1, to the extent that money covers, beginning with the action position and proceeding clockwise.
- ♦ All wagers shall be made by placing gaming chips in the appropriate areas of the Asian Baccarat layout.
- ♦ All winning wagers will be paid in chips.
- ♦ Each player has the option of being the Bank for two consecutive hands on any betting position that played the previous hand. It does not matter who placed the previous bet; just that one was placed in that betting position.
- ♦ In the event of a dispute over play of the hand, the player with the most money in action will be allowed to make the decision whether to hit or stand.
- ♦ Control of a betting position always reverts to the seated active player.

RULES

- ♦ All action proceeds in a clockwise direction starting from the action button.
- ♦ The total count of the dice points after opening the dice cup determines which player has first action. The Player/Dealer position is always 1, 9, and 17, no matter how many players are seated. Example: If the dice point totals 8, the player to the Player/ Dealer right will receive first action on the draw, the first player to the Players/Dealer left if offered the option of one additional card. The option continues until the Player/ Dealer has the option of drawing the last card.
- ♦ A misdeal may be declared if:
 - A) The Player/ Dealer has the wrong number of cards
 - B) A foreign card appears on the table
- ♦ All exposed cards on the deal play. On the draw, an exposed card will be replaced after the Player/ Dealer has acted on his/her hand and before the Players hands are read. (An exposed card is defined as one that lands face up on the table due to a dealer or floorman error).
- ♦ A Boxed card in the shoe is a non-existent card and is immediately replaced by the next card in the shoe.
- ♦ If the house dealer deals a card off the table, the card is a dead card and the player receives a card after the hand is complete.
- ♦ Players requesting an additional card must signal by scratching the table indicating a card is requested. Players not requesting an additional card must signal by waving their hand from side to side indicating no card is requested.
- ♦ When the Player /Dealer hand total 3 or less, the house dealer automatically draws a card for the Player/ Dealer.
- ♦ When the Player/ Dealer two card hand totals 7, 8, or 9 the hand automatically stands. (No additional card may be drawn).

- ◆ When the Player requests assistance on the play of a hand, the house dealer plays the hand according to the Crystal Park Casino guidelines:
 - A) Draw on 5 or less, and
 - B) Stand on 6 or more
- ◆ After the Player/Dealer hand has been opened and set, the hand that has been set in the "Logical Way" is opened and checked. Any hand that has been played incorrectly by a house dealer will be reset by management.
- ◆ Once the Player/Dealer hand is open, no one else may act on his/her hand.
- ◆ After the dice cup is opened, the player may not touch or alter the wager. Penalty: possible forfeiture of that wager to the extent that money covers.
- ◆ If a Player misses the opportunity to draw, the floor supervisor may back up the draw cards in order for the player to receive the proper draw card.
- ◆ If the Player/ Dealer has not drawn a card, the house dealer must determine that the Player/ Dealer has made a commitment to stand, announce the total, and proceed to settle the wagers.
- ◆ If a card has been removed from the shoe because of a dealer error, the card will be placed directly under the shoe, and will be the next card in play.

California Games

NO BUST 21st CENTURY BLACKJACK

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Patent Number 5,503,401, Patent Number re: 36, 255, Patent Number 6,170,828 and three additional patents pending.

21st Century Blackjack Trademark Registration No. 2,485,604

No Bust Blackjack Trademark Registration No. 2,404,922

OBJECT OF THE GAME

The object of No Bust-21st Century Blackjack is for the players and the Player/Dealer to add the numerical value of their cards and:

- Achieve the best possible point total, two Jokers or a "Natural 22". This hand pays 2 to 1.)
- A "Natural 22" beats all other hands.
- A Joker is a "wild" card and combined with any other card is the second best hand.
- Draw additional cards if needed.

VALUE OF CARDS

A plural standard deck of cards with one Joker added per deck is used in the play of the game. The game can be played with a minimum of one (1) and a maximum of eight (8) decks.

- Two Jokers dealt as the first two cards is the best possible hand and is also known as a "Natural 22".
- One Joker dealt with any other card regardless of values is the second best hand. The Joker in this case is "wild".
- An Ace has a value of either 1 or 11.
- All cards from 2-9 have their face value.
- Picture or face cards have a value of 10.

RANKING CHART

<u>Card</u>	<u>Value</u>
Ace	1 or 11
Two	2
Three	3
Four	4
Five	5
Six	6
Seven	7
Eight	8
Nine	9
Ten	10
Jack	10
Queen	10
King	10
Joker	Wild

ROUND OF PLAY

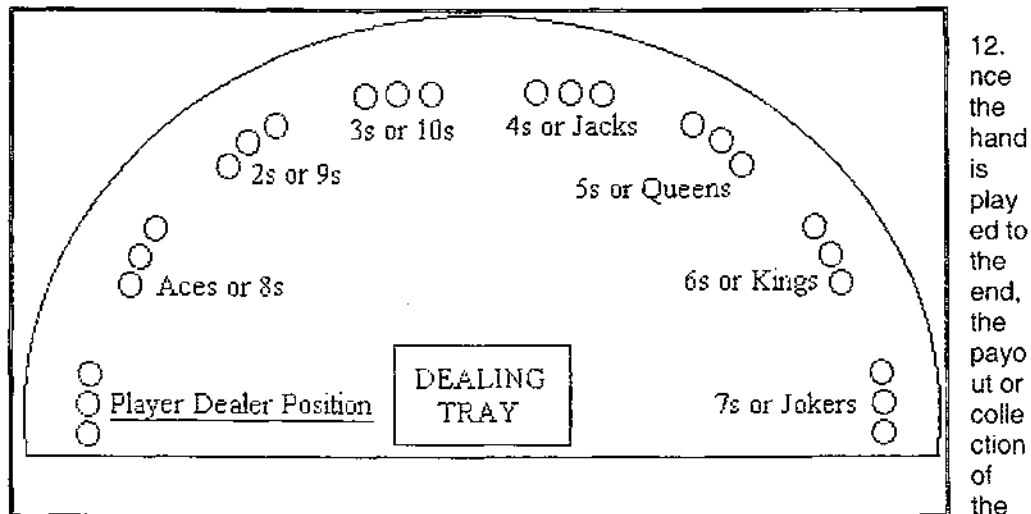
1. No Bust-21st Century Blackjack is played on a raised gaming table. The table seats eight players who face the dealer in a 180 degree seating arrangement. The tables are commonly used in the casino industry. The casino dealer stands opposite of the players, and in the center of the table. The casino dealer's chip tray is set in front of him/her. The play starts from the right of the dealer and proceeds in a clock-wise fashion.
2. The game utilizes a standard 52 card deck, with the addition of one Joker per deck for a total of 53 cards. The game can be played with a minimum of a single deck, totaling 53 cards and to a maximum of eight decks totaling 424 cards.
3. All tables will have some type of signage where the name of the game is displayed, along with the minimum and maximum wager allowed, and collection fee for the players and Player/Dealer. A maximum of three collection rates are allowed in compliance with the California Penal Code.
4. A standard round of play begins when a Player/Dealer is designated. The Player/Dealer will place an amount of money (casino chips) in front of their seat in a betting circle and that money will be used to pay the winners and will also set the amount that he/she can collect from the loser. The casino will place a "button" in front of the Player/Dealer which designates that they are taking the "bank" position and further designate whether it is the first or second turn for the Player/Dealer in the banking position. The Player/Dealer will place the collection fee in front of his betting circle.
5. Players at a table then place their wagers in designated betting circles. The players may place a wager at his/her seat along with other unoccupied betting circles. Each player must pay the posted collection for the wager they placed in any betting circle where they have money or "action".
6. Once the Player/Dealer has posted the amount of money he/she will wager against the other players, and once the players have placed their wagers, the casino dealer will collect all of the fees. This will always be accomplished prior to the start of the game in accordance with the California Penal Code. The casino dealer will take the collection fees and drop them into a locked collection box affixed to the gaming table.
7. After the fees have been collected, the dealer will deal the cards to the players and the Player/Dealer. All cards dealt throughout the game are always dealt face up. The casino dealer is the only person on the table to touch the cards. The players will signal to the dealer by hand gesture if they wish to hit or stand. These hand signals will be consistent with industry standard signals such as moving their hand in a sweeping motion towards their body indicating they want an additional card and in moving their hands in a side to side manner, indicating they wish to stay with their cards on the table. The casino dealer deals the first card to the player seated to the left of the designated Player/Dealer, in a clock-wise fashion. Each player will be dealt one card face up and the Player/Dealer will receive his/her first card also. The Player/Dealer's dealer first card will be placed in front of the casino dealer rather than in front of the Player/Dealer's seat position.

8. The casino dealer will deal a second face up card to the players, again starting at the player to the first seated position to the left of the Player/Dealer, in a clock-wise fashion. The Player/Dealer does not get dealt a second card until all players have been given the opportunity to be dealt additional cards to make the best possible hand. (Rules and procedures for hands that can be split, double-down, and surrendered are outlined on page 11.)
9. Players must follow the below listed charts in deciding whether to hit or stand on a particular hand.

Rules for Players		
Must Stand on	Must Hit on	Have Option on
<u>Soft & Hard 20</u> <u>Soft & Hard 21</u> <u>Natural 22</u>	<u>11 or Less</u>	<u>12</u>
		<u>13</u>
		<u>14</u>
		<u>15</u>
		<u>16</u>
		<u>17</u>
		<u>18</u>
		<u>19</u>

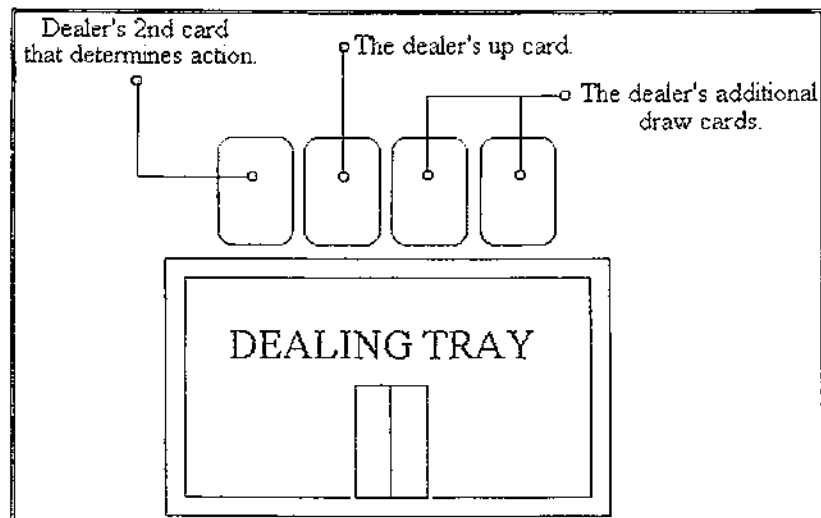
10. After all players have made their best hands by indicating to the casino dealer that they do not wish to have additional cards dealt to them, the Player/Dealer will receive his/her second card. This card will determine where the "action button" will be placed.

11. The action button determines where the action starts or who will be first to be paid for their winning hand or lose their wager. The action button is placed based on its numerical value and in comparison to the players seated at the table. (Please see the chart below for an example of how the card's value is used to determine the placement of the action button).



wagers will begin at the seat where the action button is placed. The settling of the wagers will proceed in a clock-wise manner until all wagers have been acted upon.

13. In the event that the Player/Dealer does not have enough money on the table to cover all the wagers on the table, there will be no free collection button, refund, or other conciliatory action given to the affected players by the casino or the Player/Dealer.
14. If the Player/Dealer's first up card is a Joker, all hands are frozen on the table. The Player/Dealer will be dealt the next card and the action button will be placed. Winning and losing wagers will be determined and all pay-offs made. Players have no options on their hands if this occurs.
15. The Player/Dealer's cards will always be dealt and placed in front of the casino dealer's tray. The placement of the Player/Dealer's cards is standard in all games and is depicted in the chart below:



16. The casino dealer continues to draw cards for the Player/Dealer, if necessary until a Hard 17 or higher number is reached. The Player/Dealer does not have an option of hitting a Hard 17 or higher nor staying on a Soft 17 or lower. See the chart below for details:

Rules for Player/Dealer		
Must Stand on	Must Hit on	Have Option on
HARD 17 AND ABOVE	SOFT 17 OR LESS	NONE

17. Once the Player/Dealer's hand has been made, all winners and losers are determined when their card's numerical value are compared to the Player/Dealer's. The Player/Dealer is never required to cover all opposing player's wagers. A Player/Dealer can only win or lose as much as they have placed on the table to cover a portion or all of the wagers. If there is not enough money from the Player/Dealer position to cover all winning wagers, there will be no refund, free collection, or other form of rebate given to the affected players.

18. After all wagers are settled, the cards are collected and discarded. The bank button is changed and after every two hands, the Player/Dealer position is rotated in a clock-wise fashion around the table.
19. The next round of play begins once the casino dealer collects all cards from the table and places them in the discard tray. The casino dealer will also change the bank button, and if necessary (if the same person has already held the Player/Dealer position twice) rotate the Player/Dealer position clock-wise to the next position on the table. If there is no person that intervenes on the Player/Dealer's position, the game will be "broken" or stopped, as required by the California Penal Code.

GAME RULES

1. A "Natural 22" (the first two cards dealt are Jokers) is the best possible hand. If the player and the Player/Dealer's hands are both a "Natural 22", the hand is a push or tie, and no action is taken on the wager.
2. The second best hand is a Joker (wild card) with any other card.
3. If a player's total is less than a "Natural 22" and the Player/Dealer's total is more than a "Natural 22", the player wins the hand.
4. If a player's total is less than a "Natural 22" and the Player/Dealer's hand is less than a "Natural 22", the hand closest to a "Natural 22" wins.
5. If a player and the Player/Dealer have the same total and it is less than a "Natural 22", the hand is a push or tie, and no action is taken on the wager.
6. If a player's and the Player/Dealer's totals are more than a "Natural 22", the following will apply:
 - A) If the Player/Dealer is closer to a "Natural 22", the Player/Dealer wins the hand.
 - B) If the player is closer to a "Natural 22", the result is a push or tie and no action is taken on the wager.
8. The Player/Dealer wins all ties or pushes over a "Natural 22".
9. If a player has more than a "Natural 22" and the Player/Dealer has less than a "Natural 22", the Player/Dealer wins. The player would win if they had less than a "Natural 22" and the Player/Dealer had more than a "Natural 22".
10. If the Player/Dealer's first up card is a Joker, all hands are frozen on the table. The Player/Dealer will draw the next card and the action button will be placed. Winning and losing wagers will be determined and pay-offs made.
11. No player may double-down, surrender, or split when the Player/Dealer is dealt a Joker as their first up card.

12. If the Player/Dealer's first up card is not a Joker, the casino dealer will draw as many card as needed (after all player's have made their hands) up to the a Hard 17 or higher.

13. Players with a non-Joker hand have the option to draw additional cards to make their best hand.

14. A Joker with any card is a hard 21 and a player cannot draw an additional card.

15. The game is played on an industry standard Blackjack table where up to eight primary players can be seated.

16. All collection fees are collected by the casino dealer prior to the start of play. Collection fees are pre-determined by the casino and can be up to three separate rates per game. All collection rates and wagering limits for the game will be posted at each gaming table and will not be based on a percentage or other factors.

17. Backline betting is allowed; subject to local ordinance or code.

18. Third Party Providers of Proposition Player Services, as defined in Section 19984 of the California Business and Professions Code (The Gambling Control Act), are permitted to play.

DOUBLE-DOWN, SPLIT, SURRENDER & ODDS

Players can double-down on their first two cards dealt to them. The player must place a second wager equal to the wager he/she originally placed prior to the start of the game. The player will only receive one card regardless of the total.

Players can split any pair or two cards with a value of 10 each, originally dealt to them. The exception is two Aces. The player must place a second wager equal to the wager he/she originally placed prior to the start of the game. A player may draw as many cards as the desire per split card to make the best hand.

Players can split any two Aces originally dealt to them but can only receive one extra card per Ace. The player must place a second wager equal to the wager he/she originally placed prior to the start of the game.

Multiple splitting of cards is permitted up to a maximum of three (3) splits per hand.

Players can surrender after their first two cards are dealt to them. If they choose to surrender, half of their wager will be forfeited. The player must indicate they wish to surrender before the Player/Dealer's second card is dealt. Their (the player's) play for that hand will cease.

Players cannot double-down, split, or surrender when the Player/Dealer's first card dealt is a Joker.

There is no extra collection fee taken by the casino on any double down or split executed by a player, nor is their any extra collection fee charged to the Player/Dealer.

Player's Joker-Joker or "Natural 22" pays 2 to 1. All other hands pay 1 to 1.

All pay-offs are to the extent that the Player/Dealer's money covers the action on the table. A Player/Dealer cannot win or lose more than the entire amount of money placed on the table prior to the start of the hand.

LEGAL

The Player/Dealer position must rotate in a continuous and systematic fashion, and cannot be occupied by one person for more than two consecutive hands. There must be an intervening Player/Dealer so one person cannot continually occupy the position and the "bank" hand within the meaning of Oliver v. County of Los Angeles (1998) 66 Cal. App. 4th 1397, 1408-1409. And in addition to the meaning of AB 1416 (the Wesson Bill) which added section 330.11 to the California Penal Code relating to the California licensed gambling establishments and any future regulatory guidelines from the California Department of Justice, Division of Gambling Control, with respect to the operation of a controlled game featuring a Player/Dealer position.

General Rules for "No Bust" 21st Century Blackjack

Values:

Joker - can play as any card
Aces - 1 or 11
Kings - 10
Queens - 10
Jacks - 10
Deuces through 10's - face value.

21st Century Blackjack has eight numbered seats. To start a game we must first designate who will be the "Player-Dealer". The dealer will first ask the player in seat 1 (One) if they would like to bank. If the player in seat 1 (One) passes then we will ask seat 2 (Two) and so on. If all players choose not to bank, then we have no game. Once a player chooses to bank, the dealer will place a bank button in front of that player's seat number. All players will place their wagers and collections and the hand will begin.

\$2-10 limit - Player collection: .50 Banker : \$1.00

\$10-100 - Player collection : 1.00 Banker : \$2.00

The deal will start in seat one. Exception: If the bank is in seat one, the deal will start in seat 2

Each player receives 2 cards face up. The "Player-Dealer" will receive only one card to be dealt face up.

The draw will start in seat 1. Exception: If the bank is in seat one, the draw will start in seat 2

The object for the player is to have a higher point total than that of the "Player-Dealer" without going over 21.

If both the Player AND "Player-Dealer" have drawn to a point total higher than 21 i.e. 24

- A. If both the Player and "Player-Dealer" have the same point total that has gone over 21, then the "Player-Dealer" wins. (Example: Both have 24)
- B. If the "Player-Dealer" has gone over 21 and has a higher point total than the Player, IT IS A PUSH (Neither hand wins and neither hand loses).
- C. If the player has drawn over 21 and has a higher point total than the "Player-Dealer", the Player-Dealer wins.

Simply explained: If the Player goes over 21, they cannot win but they have a chance to "Push" ONLY if the Player-Dealer hits to a higher point total.

NATURALS: JOKER - JOKER

A joker - joker for the PLAYER pays 2-1 provided the bank money covers the wager. ** The exception is if both the Player AND Player-Dealer have "Naturals", then the hands are a "Push".

**If the Player-Dealer receives a Joker as an up card, they will receive their 2nd card in turn. The game will then be over. Players will NOT have an opportunity to draw. If a player has a tie hand with the Player-Dealer on their first two cards, they will push. All other hands will lose.

- A joker with ANY other card is a point total of 21 (Twenty one). If a player hits a point total of 16 and receives a joker, they now have a point total of "21"
- A joker and a six is the same value as an ace and a face card.
- If the Banker's second card is a JOKER:
 - All double down/ splits will be returned (player will lose only their original bet).
 - Any player that has a 21-point total will push the hand, no matter how many cards are drawn by the player. ANY TOTAL of 21 WILL PUSH (NOT LOSE).

Players Options:

Players may "Hit", "Stand", "Double-Down", "Split" or "Surrender"

Hitting - Taking one or more cards to improve point total.

Standing - Taking no cards. Player MUST hit "Hard" 11 or under if they choose NOT Split or Double Down.

Splitting - A player may choose to split a two card hand that contains a pair, or a hand of the same rank, ie. facecards (With the exception of Joker-Joker).

There are NO additional collections if player splits...

A player may split twice only. (A maximum of 3 hands).

Any two facecards may be split. When a player chooses to split, the cards are separated. The initial wager is placed behind the card closest to seat 1. The split money is placed behind the card closest to seat 8. If the hand is to be split again the additional wager(s) would be placed behind the third card. Split money must be the EXACT amount as the initial wager and also made to look Exactly the same.

**** Note-** When there are multiple players and the player with the most money in action wants to split and the other players do not have enough money to split, they will play the hand in the circle #1 betting spot.

Doubling Down- Players may double down on any TWO card hand totaling 19 or less. Players may also Double Down after a split. Player may Double Down for less than their original bet provided it is the table minimum. (Example: In a \$10-100 game a player wagers 15 dollars and wants to double down for \$5.00. He cannot. If the table minimum is \$10.00 they must double down for \$10.00). Double down money is to be placed directly behind the players initial wager. The dealer will then place the double down card FACE UP and SIDEWAYS.

Surrendering - A player may choose to surrender any hand only on the FIRST TWO cards.

Players will relinquish half of their wager on a surrender.

Note: ******.50 chips do not play in the 10-100, therefore if a player wagers \$25 and surrenders their wager, the player will receive \$13.00 back and the "Player-Dealer" will receive \$12.00.

Once a hand has been "Split", neither of the two split hands may be surrendered.

When there are multiple players and the player with the most money in action chooses to surrender, the additional players may STILL play that hand.

Player Dealer: MUST HIT on "Soft" 17 and below
MUST STAND on "HARD" 17 and above

Player: Must HIT a "Hard" 11 and below IF they choose not to "Split" or "Double-Down"
Must STAND - "Soft" 20 (Twenty)
******"Hard" 20 - Must stand UNLESS they choose to "Split"
OPTION on 12 through 19

WAGERING RULES - Betting and Banking

Betting circles: In all "Banking" games there are usually 3 (Three) betting circles.

A player may wager \$10-100 or \$2-\$10 depending on the game limit. In a \$10-100 game a player may wager a maximum of \$100 in each of the three betting circles. (That is a \$300.00 wager on the same hand) Each increment of a \$100.00 wager would require a collection of \$1.00.

****A player may elect to wager \$600.00 (6 separate \$100.00 wagers on the same hand). THIS MAY ONLY BE DONE IF THE BANKER ("Player-Dealer") COVERS 100% OF ALL WAGERS ON THE TABLE**

In the \$2 - \$10 limit game, a player may wager a maximum of \$60.00 (6 wagers of \$10.00 increments) provided the Player - Dealer covers 100% of all wagers on the table including the \$60.00 wager

Backliners: A seated player may wager in the #1 betting circle. A backliner is seated at the table who may place a wager on the #2 betting circle. If a seated player wagers \$20 on the #1 betting circle, a backliner may wager \$10 on TOP of the seated player's wager (Usually to save the collection). The seated player has the right to OBJECT to a backliner placing their wager on TOP of the seated player's money AT ANY TIME, although if there is no wager on the #2 or #3 circle the backliner has the right to bet there.

Money in Action:

Player with the MOST money in action has the right to play the hand as they choose. If the seated player has \$20.00 wagered and the backliner has \$40.00 wagered on the #2 betting circle, the backliner will be able to choose how the hand is to be played. If both the \$20 and \$40.00 is placed on the #1 circle, then whomever paid the collection has the right to choose how to play the hand.

House Way

In Pai Gow Poker and Pan 9 players may ask the dealer to set up their hand in a "Logical" way, also known as "House way". The dealer will set up the cards based on a chart. There is NO "House way" in 21st century B.J. We cannot suggest to a player as to how their hand should be played.

Player signals:

Players must tap the table with their hand for card and wave their hand for NO card.

No bet no bank: If there was no bet on a spot. Players are not entitled to bank there.

Kum-Kum

Two players wager on the same betting circle.

Banker has a "Natural" and players have split or double down:

All double down and splits will be returned to the players. Players will lose ONLY their original bet. All other wagers will be returned.

DESCRIPTION:

Pai Gow Poker is a simple game to play. It is played with a 53-card deck, which includes the joker. In the Golden Horse, the joker may be used as an ace or as any card that completes a straight or flush in regular PGP or as wild card depending upon which version of the game is being played. On the Main Floor of the casino the joker is wild and can be used as any card.

The house dealer deals the cards into seven piles of seven cards. Six of the piles go to players and one pile goes to the banker. The banker shakes the dice cup, which contains three dice. The total on the dice cup determines who receives the first set of cards and also where the payoffs begin. The banker position is always 1, 8 and 15. With the seven cards each player receives, the player creates a two-card hand (Sometimes called the front hand). The two card hand must rank lower than the five-card hand. The goal of the game is to make two hands that are both ranked higher than the two hands made by the banker. Pai Gow Poker uses the same ranking of hands as in other high poker games.

All bets are against the banker. The player wins if both of his or her hands rank higher than those of the banker. A tie (Push) occurs if one hand is higher and the other is lower, no money changes hands. The banker wins if both of the players' hands are lower than the banker's hands. The banker wins all situations in which one player hand is identical to that of the banker (Referred to as copying a hand) and the other banker hand wins. The banker pushes in all situations in which one player hand is identical to that of the banker and the other banker hand loses.

The designated Player/ Dealer position rotates in a systematic and continuous manner around the table, and no person or entity is allowed to bank by themselves more than two consecutive hands.

The Player/ Dealer cannot win or lose more than the original amount wagered.

PAI GOW POKER

Rules

1. All action proceeds in a clockwise direction starting from the action button.
2. Players may not show their hands or discuss their hands with any other player at any time while the game is in play.
3. The total count of the dice points after opening the dice cup determines which player receives the first hand, counting from the banker as number 1 and proceeding clockwise. The banker's position is always 1, 8 and 15.
4. The point total of the dice also determines the position of the action button except when the banker position is indicated; in these cases, the first player to the left (Clockwise) of the banker receives the action button.
5. The banker's hand will not be opened until all other hands have been set. In the case in which the banker's hand is opened before all hands are set, the house dealer will set the player's hand in the most logical manner.
6. A misdeal will be declared if:
 - a. The joker or an ace is boxed or exposed.
 - b. Two or more cards are boxed or exposed on the deal.
7. A boxed or exposed card on the deal will be replaced, after the deal is finished, with the first of the remaining four cards.
8. In straight Pai Gow Poker: The joker may be used as an ace or to complete a straight or flush. In Pai Gow Poker "Joker Wild": The joker is wild and may be used as any card.
9. Player is responsible for the final setting of their hands. The house dealer may assist in hand setting or may offer advice upon request, but will not be held responsible for the final decision.
10. Statements regarding the value of hands are not binding. The cards speak for themselves.
11. If a hand is set in such a way that the two-card hand ranks higher than the five-card hand, the hand is fouled and the wager will be forfeited to the extent that money covers.
12. If hands are set with an improper number in the front and back hand, the hand is fouled and the wager will be forfeited to the extent that money covers. (Example: Front hand has three cards and back hand has four cards).
13. The house dealer may set more than one player's hand on any one deal according to the logical way.
14. Players may only look at one hand, regardless of the number of hands wagered. Player may be the "Active" player on only one circle and ONLY one hand.
15. The banker's hand will not be set until they have signified their final decision in an obvious manner to the house dealer.
16. Golden Horse and Main Floor:

- a. Only the banker can request a deck change. A player may request a deck change only if the banker agrees.
 - b. Once the shuffle has begun, it is too late to ask for a change in equipment, i.e.: Deck, dice cup or set up.
17. A hand that is misread by the house dealer, who had originally set up the hand, CANNOT be a fouled hand. If the house dealer mistakenly allows a fouled hand to be played, management will set the hand in the "Logical way" and play will continue. A banker's hand can never be set fouled.
18. If the bank hand is open and a player with a wager loses (Or thinks they lose), and the player pushes their wager on top of their cards (Technically surrendering), The floorperson must immediately be called - Floorperson will warn the player that any future occurrence will result in that hand losing automatically. If there are Backline bets on that hand, these players (Who are innocent of any wrongdoing) will be allowed to play the hand as is (Win, lose or push).
19. Main Floor: Banker may not ask for and receive an additional shuffle at any time. The dealer is to shuffle according to HPC procedure only.

Golden Horse: Banker may ask for and receive an additional shuffle.

20. If the deck is cut too short (7 cards or less) it must be reshuffled by the dealer.
21. If the banker shakes the dice cup and then decides that he wants to change the action, the dice cup must be taken back and will be reshaken by the dealer and the banker.
22. A player may not shake the dice for more than 2 consecutive shakes. If a player shakes two times in a row and another player objects, that player must wait one hand and then may shake again. However, if there is no objection, a player may shake as many times as he or she wants.

PAI GOW POKER WITH JOKER WILD

Hand	How to Play	Example
no pair/ no flush	put 1st and 3rd highest in front, use joker with 2 nd highest card	A Q K 7 4 3
no pair/ with straight	use the joker to complete the straight put the highest 2 cards in front	K 3 Q J 10 8
no pair/ with flush	use the joker to complete the flush put highest 2 cards in front	K 3 Q J 10 8 5 3
straight or flush with 1 pair	use joker to complete the highest non-paired card to make a pair and play hand pair-pair	Q 10 K K 8 5 3
one pair + joker	use joker with highest non-paired card to make pair. Play hand pair-pair	J 9 W K K 8 5 3
two pairs + joker	if highest non paired card is 3 ranks higher than your biggest pair, use joker with it in front and play two pair behind. Otherwise put your biggest pair in front and use the joker with the smaller pair behind to make 3 of a kind	Q 9 6 6 4 4 2 6 6 Q 4 4 7 2
three pair + joker	play highest pair in front and other 2 pairs with joker in back	J J Q 10 10 4 4
three of a kind + joker	put joker with highest single card in front. Keep the trips in the back	Q 7 Q Q Q 5 2
straight or flush with 2 pairs	play according to 2 pair	J J Q 9 9 10 7
four of a kind + joker	put joker with highest single card in fron. Keep four of a kind in back	Q J 4 4 4 4 6
non-joker hands	refer to non joker fully wild pai gow poker house ways	

PAI GOW TILES

Description:

The game of Pai Gow comes to the United States from Asia. The games playing pieces are dominoes, commonly known as tiles.

Each player receives four tiles and makes two hands of two tiles each, a high hand and a second hand. The house dealer shuffles the tiles and the banker shakes the dice cup, which contains three dice. The total of the dice determines who receives the first set of tiles and where the action begins. The house dealer delivers four tiles to each spot or position (also known as a circle) at the table. The banker's hand is pushed toward the player's spot who is acting as the banker. The hand is then "Capped" and brought back in by the house dealer for safekeeping until all the players' hands are set. The goal of the game is to make two hands out of the four tiles that are both higher than the two hands made by the Dealer/ Banker. A tie (push) occurs if one hand is higher and the other is lower, in which case no money changes hands. The Dealer/ Banker wins all situations in which one player hand is identical to that of the Dealer/ Banker hands. The Dealer/ Banker wins all situations in which one player hand is identical to that of the Dealer/ Banker and the other Dealer/ Banker hand wins. The Dealer/ Banker pushes all situations in which one player hand is identical to that of the Dealer/ Banker and the other Dealer/ Banker hand loses.

The designated Player/ Dealer position rotates in a systematic and continuous manner around the table, and no person or entity is allowed to bank more than two consecutive hands.

The Player/ Dealer cannot win or lose more than the original amount wagered.

The house dealer makes all payoffs, at even money, from the stack of the Dealer/ Banker.

PAI GOW TILES

Rules:

1. All action proceeds in a counterclockwise direction starting with the action button.
2. All tiles must be kept on the table. You may not show your tiles to, or discuss your tiles with any other player at any time when the game is in play.
3. The house dealer shuffles the tiles thoroughly and stacks them in rows, with four tiles in each row.
4. All bets must be placed before the dice cup is opened.
5. The total count of the dice points after opening the dice cup determines which player receives the first four tiles. The count begins with the Dealer/ Banker being number one and proceeds counterclockwise. The Dealer/ Banker position is always 1, 9, and 17, no matter how many players are playing. Examples: If the dice points total 8, the player immediately to the left of the Dealer/ Banker will receive the first four tiles. If the dice points total 17, the banker receives the first four tiles.
6. The point total of the dice also determines the position of the action button. An exception is when the banker position is indicated. In this case, the banker will receive the first four tiles, but the first player to the right (counter clockwise) of the banker receives the action button.
7. The house dealer deals the four tiles to every spot, regardless of whether a bet has been made at each spot. The house dealer returns the tiles from all of the empty spots to an area in front of the house dealer's tray.
8. You receive four tiles and set them in a way you like, in two hands, each consisting of two tiles, with the high hand in one stack and the low hand in another stack, both placed in front of the player. You may also allow the house dealer to set the tiles in a "logical" way (see chart).
9. The banker's tiles must be covered by a button until all the player's hands have been set. At that point, the banker sets his/ her hand.

10. After the banker's hand has been set, the house dealer will open the player's hands, starting from the action button and proceeding in a counterclockwise direction, calling out the hand and declaring whether the player won, lost, or pushed.
11. If a player wins, the house dealer leaves the tiles two by two in the shape of the letter "T" in front of the player's spot.
12. If a player loses, the house dealer brings the losing bet forward in front of the betting circle, (stacking two stacks on top of the other two tiles).
13. If a player pushes, the house dealer leaves the money alone but brings the tiles toward the dealer's tray as if no one has bet on the circle.

PAI GOW TILES

Logical Ways:

Pairs

Never split:

any 4s, 5s, 6s, 10s, or 11s.

May split:

12s with any combination of 4 or 5, 6, 7, 8, 9.

2s with any combination of 4 or 5, 6, 7, 8, 9.

9s with any combination of 2, 10, 12.

8s with any combination of 2, 10, 11, 12 (also with 9, 11)

7s with any combination of 2 10 11, 12.

Supreme With 4, 6
 With 5, 6
 With 6, 6

Always balance the front and back hands, with the following exceptions:

- 1) pair that is never split
- 2) wrong, gong or high 9 (teen or day 9)

If there is a choice between playing the wong, gong, and high 9, always play the high 9, if the front hand is high 3, or better (high 3 must contain the string bean 6 or higher tile).

With 2 and 12, always play the 2 in the front hand, except

2, 10, 11, 12 (then play high 2, low 3)

2, 4, 5, 12 (then play high 6, low 7)

When balancing, always play the highest tile possible in the front hand, except

8, 9, 10, 10 (then play high 9, low 8)

9, 10, 10, 11 (then play high 9, low 1)

Do not balance with: 2 or 12, 5, 10, 10, or any 6, 10, 10, 11 (then play 0, 7)

The only time the high 3 rule is not in effect is with 2, or 12, 8, 9, 4 (then play 3, gong)

PAI GOW TILES

Rules:

Exceptions:

Tile A	Tile B	Tile C	Tile D	Play
12	Supreme	5	any 6	7, 9
12	5	high 6	low 6	1, 8
11	Supreme	high 6	low 6	7, high 9
high 6	low 10	high 10	low 10	high 6, with low 10
7	high 8	high 10	low 10	high 7, low 8
7	low 8	any 10	11	8, 8
7	high 8	any 10	11	low 7, high 9
high 7, low 7	high 8	low 8	9	high 5, low 7

SUPER PAN NINE DESCRIPTION

Super Pan Nine is a fast-paced game that resembles Baccarat. In the game, a dealing shoe is used to hold decks of cards that do not contain 7's, 8's, 9s and 10's. The house dealer deals three cards to each player, including the banker. Each player then has the opportunity to draw one additional card. The object of the game is for your cards to total as close to nine as possible. The goal is for your hand to beat the banker's hand.

All bets are against the Dealer/ Banker. The Dealer/ Banker hand is exposed and starting at the action spot, and moving in a clockwise direction, player's hands are exposed and compared to the Dealer/ Bankers hand. Wages are distributed after compared with the Dealer/ Bankers hand. The player wins if his or her hand ranks higher than those of the Dealer/ Bankers hand. The Dealer/ Banker wins if is or her hand ranks higher than those of the players hand. A tie (Push) results in no exchange of money.

In Super Nine, all picture cards have a value of zero. The value of the hand is the value of the "Ones" column in the total of the hand. For example, a player receives 6, 4, and 3 in the first three cards, the hand totals 13, but will only have a value of three. The player draws a 5. The hand will now total 8.

The banker shakes the dice cup to determine the "Action spot", that is, the position of the first hand that will be compared against that of the banker and which player is dealt to first. The total count of the dice cup determines which seat is the action spot. The banker's position is always 1, 9 and 17, regardless of how many players are seated.

The draw begins clockwise from the banker, which makes the banker the last player to draw. All hands play against the banker's hand to the extent that money covers.

13-Card/Chinese Poker

Chinese Poker is one of many Asian-style card games that were played in China and Vietnam for centuries. It is also called 13-Card poker. The game is played with a regular deck of 52 cards without a Joker. All regular poker rankings apply.

The game is played with a maximum of four players. Each player receives 13 cards that must be arranged to form three segments. The front segment has three cards. The middle and back segments have five cards each. The player must set the strongest hand in the back; second strongest hand in the middle, and remaining cards in front. The hand must maintain the 3-5-5 order. The hand is considered "fouled" if these basic rules are not followed.

The object of the game is for the player to compare each segment of his or her hand against the segments of the other players' hands. Starting with the player who sits to the left of the dealer button and moving clockwise, the hands are compared, segment by segment.

Settlement of wagers is based on points awarded for each hand. In the basic point system, each segment counts as one point. If a player wins two segments and loses one segment, the player wins one point from the opponent.

Several versions of this game exist which use a bonus system for making certain hands. These versions are commonly called, the Western version, the Eastern version and the Mandarin version.

Opinion

It is our opinion that Chinese/13 Card Poker does not qualify as a lottery because it is not a percentage game and is not one of the specifically outlawed games under Penal Code 330. In addition, the City of Inglewood has not made this game unlawful.

Rules for Chinese Poker

1. The buy-in is twenty times the value of one point of the game. A player may not add any amount to the stack once he or she picks up the cards. The exception is when the player declares the amount he or she intends to add to the stack and does so before the showdown.
2. Players may surrender their hands before the showdown by paying a point penalty.
3. All hands should be set in the order on the table (3-5-5 combination) before any hands are opened.

4. Players are responsible for their own payoffs. The dealers are not responsible for either the payoffs or the comparison of hands.
5. When playing with "Clean Sweeps:"
 - a. The clean sweep hand wins automatically.
 - b. Players must declare all clean sweep hands before the showdown.
 - c. The clean sweep hands may not be viewed until the showdown.
 - d. Players having clean sweep hands that are equal in rank value will not collect from each other, but will be paid by the other players in the game.
6. If a player fails to set his or her hand in the proper rank order or in the prescribed 3-5-5 combination, the hand is considered fouled and the player must pay a penalty to each of the opponents.
7. If a player declares a Clean Sweep hand, but cannot produce it, that player must pay each opponent according to the value of the Clean Sweep hand. An exception occurs when an opponent has already declared his intention to surrender; the first declaration will be used for the settlement of the wager. If both declarations occur simultaneously, the player who is the first clockwise to the dealer button will be recognized as the first to make the declaration.
8. In an all-in situation, the settlement of wages starts to the left of the dealer button and proceeds clockwise around the table. The all-in player's payoff will end when the total wager exchanged is equal to the amount that was in front of that player at the beginning of the hand.
9. Before the showdown, a misdeal will be declared if:
 - a. Five or more cards are exposed by the dealer.
 - b. Any player is dealt the wrong number of cards.
 - c. Five or more boxed cards appear in the deck.
 - d. A foreign card appears.
10. Any hand containing an incorrect number of cards may be fouled. It is the player's responsibility to notify the house dealer before the showdown that he or she has been dealt an incorrect number of cards.

11. On the showdown, if a player's hand contains two of the same cards, then the player has a fouled hand. If two of the same cards belong to different players, that hand will be declared a misdeal.
12. Less than five exposed cards or boxed cards will play as dealt.
13. A, 2,3,4,5 is the smallest straight.

Chinese Poker Payoff Chart

Hand Segment	Basic Points		Bonus Points	
	Winning	Losing		
Front	+1	-1	Three of a kind	3 points
Middle	+1	-1	Straight flush or better	10 points
			Four-of-a-kind	8 points
			Full house	2 points
Back	+1	-1	Straight flush or better	5 points
			Four of a kind	4 points

Clean Sweep Hands

Name of Hand	Description	Bonus
Golden Dragon Hand	Ace to King of the same suit	13 points
Silver Dragon (all red or black)	Ace to king of the same color	13 points
Dragon Hand	Ace to king of any suit	13 points
All Reds of All Blacks	13 cards of the same color	13 points
Minor Hand	Cards between 2 and 9 of any suit	6 points
Senior Hand	Hands with aces, kings, queens, jacks and tens only	6 points
Six Wheel Hand	Six pairs, including four-of-a-kind	3 points
Three Flush Hand	All segments have a flush	3 points
Three Straight Hand	All segments have a straight	3 points

Chinese Poker Collection Rate

Chinese Poker	Buy-In	Time Collection
\$10 per point	\$200	7.00
\$25 per point	\$500	10.00
\$50 per point	\$1000	12.00
\$100 per point	\$2000	14.00

HOLD'EM

In Hold'em, all players receive two downcards as their personal hand, after which there is a round of betting. Three boardcards are turned simultaneously (called the "flop") and another round of betting occurs. The next two boardcards are turned one at a time, with a round of betting after each card. The boardcards are community cards, and after the final round of betting, a player may use any five-card combination from the board and personal cards. A player may even use all of the boardcards and no personal cards to form a hand. This is called "playing the board."

Hold'em uses a flat disk called a dealer button to indicate the player who is in the dealer position for that hand (even though a non-playing casino employee actually deals, instead). The dealer button rotates clockwise. The player with the dealer button is last to receive cards on the initial deal and has the right of last action after the first betting round.

One or more blind bets are used to stimulate action and initiate play. Blinds are posted before the players look at their cards. Blinds are part of a player's bet, unless the structure of a specific game or the situation requires part or all of a particular blind to be "dead." Dead chips are not part of a player's bet. The small blind is posted by the player immediately clockwise from the button, and the big blind is posted by the player two positions clockwise from the button.

Action is initiated on the first betting round by the player to the left of the blinds. On all subsequent betting rounds, the action begins with the first active player to the left of the button.

In non-tournament play, the button rotates one position clockwise after each deal. The button *must* move forward, and the blinds adjusted accordingly.

Opinion

It is our opinion that Hold'em does not qualify as a lottery because it is not a percentage game and is not one of the specifically outlawed games under Penal Code 330. In addition, the City of Inglewood has not made this game unlawful.

Rules of Hold'em

Blinds

1. In Hold'em, all blinds are "live". Games can have one or two blinds. If you post a blind, you have the option of raising the pot when it is your turn.
2. When there are two blinds in a game with three or more players, the smaller blind is to the immediate left of the dealer button. In heads-up play, the small blind is on the button.
3. A new player entering a Hold'em game may have the following options:
 - a. To wait for the big blind.
 - b. To post an amount equal to the big blind and immediately be dealt a hand.
 - c. To let the blinds and the button pass before posting an amount equal to the big blind and receiving a hand.
4. As a new player, you cannot be dealt in when you are between the small blind and the button. You must wait until the button passes.
5. If you choose to post the big blind, the blind serves as your opening bet. When it becomes your turn to act, you can either call the action or you can raise.
6. In multiple-blind games, players must meet the total amount of the blind obligations for every round they play. Players cannot have the button twice; the button always moves forward in live games and the blinds are adjusted accordingly.
7. If you miss any or all blinds, you can resume play by either posting the total amount of the blinds for that limit game or waiting for the big blind. If you choose to post the total amount of the blinds, an amount up to the size of the minimum opening bet is live, and the remainder is placed in the pot as "dead money." When it becomes your turn to act, you may either call the action or you may raise.
8. Blinds may not be made up between the big blind and the button but you may *buy the button*.
9. When a game starts, a new player will not be required to post a blind until the button has made one complete revolution around the table, provided a blind has not yet passed that seat. A player may also change seats without penalty provided a blind has not yet passed the

new seat. However, a player who drew for the button is considered active in the game, and is required to make up both blinds if he or she misses a blind.

10. No live "straddle" bets are allowed.

Irregularities

11. If the first card off the deck is exposed on the deal, the dealer will place it back onto the deck, reshuffle, and recut the cards. If any other card is exposed due to dealer error, it will be replaced as follows: If a downcard is flashed or exposed due to a dealer error, it may not be kept. After completing the hand, the dealer replaces the card with the top card on the deck and the exposed card is then used for the burn card.

12. If the cards are prematurely flopped before the betting is complete or if the flop contains too many cards, the boardcards are mixed with the remainder of the deck. The burn card remains on the table. After shuffling, the dealer cuts the deck and deals a new flop without burning a card.

13. Should the dealer turn the **fourth card** on the board before the betting round is complete, the card is taken out of play for that round and the betting is completed. The dealer then burns and turns what would have been the fifth card in the place of the fourth card. After this round of betting, the dealer reshuffles the deck, including the card that was taken out of play, but not including the burn cards or discards. The dealer then cuts the deck and turns the final card without burning a card. If the **fifth card** is turned up prematurely, the deck is reshuffled and dealt in the same manner.

14. In Hold'em, if the dealer mistakenly deals the first player an extra card (after all players have received their starting hands), the card will be returned to the deck and used for the burn card. If the dealer mistakenly deals more than one extra card, it is a misdeal.

15. You must declare that you are playing the board before you throw your cards away. Otherwise, you relinquish all claims to the pot.

Collection Rates for Hold'em Games

Hold'em/Omaha/Pot -Limit and No-Limit *Mixed Games	Buy-in	Blinds	Jackpot Drop	Collection Per Hand 7 Players or more	Collection Per Hand 6 Players	Collection Per Hand 5 or fewer Players
1-2	\$20	0.50-1.00	1.00	2.50	2.00	1.00
2-4	\$20	1.00-2.00	1.00	3.00	2.00	1.00
3-6	\$30	1.00-3.00	1.00	3.00	2.00	1.00
4-8	\$40	2.00-4.00	1.00	4.00	3.00	2.00
6-12	\$60	2.00-6.00	1.00	4.00	3.00	2.00
8-16	\$80	4.00-8.00	1.00	4.00	3.00	2.00
9-18	\$90	3.00-9.00	1.00	4.00	3.00	2.00
10-20	\$100	5.00-10.00	1.00	4.00	3.00	2.00
P-L and N-L	\$50	1.00-2.00	1.00	3.00	2.00	1.00
P-L and N-L	\$100	2.00-3.00	1.00	4.00	3.00	2.00
P-L and N-L	\$100	2.00-5.00	1.00	4.00	3.00	2.00

Top Section (non-jackpot games) Collection Rates (A Time Collection Method or an Individual Hand Collection Method may be used in Top Section.)

Hold'em / Omaha H/L/Omaha High/Pot- Limit/No-Limit *Mixed Games	Buy-in	Blinds	Individual Time Collection (per half hour)	Collection Per Hand 7 Players or more	Collection Per Hand 6 Players	Collection Per Hand 5 or fewer
10-20	\$100	5.00 - 10.00	5.00	4.00	3.00	1.00
15-30	\$150	10.00 - 15.00	6.00	4.00	3.00	1.00
20-40	\$200	10.00 - 20.00	7.00	4.00	3.00	1.00
25-50	\$250	10.00 - 25.00	8.00	4.00	3.00	1.00
30-60	\$300	20.00 - 30.00	8.00	n/a	n/a	n/a
40-80	\$400	20.00 - 40.00	9.00	n/a	n/a	n/a
50-100	\$500	25.00 - 50.00	9.00	n/a	n/a	n/a
60-120	\$600	20.00 - 30.00	10.00	n/a	n/a	n/a
75-150	\$750	50.00 - 75.00	10.00	n/a	n/a	n/a
80-160	\$800	40.00 - 80.00	11.00	n/a	n/a	n/a
100-200	\$1,000	50.00 - 100.00	11.00	n/a	n/a	n/a
150-300	\$1,500	100.00 - 150.00	12.00	n/a	n/a	n/a
200-400	\$2,000	100.00 - 200.00	13.00	n/a	n/a	n/a
300-600	\$3,000	200.00 - 300.00	14.00	n/a	n/a	n/a
400-800	\$4,000	200.00 - 400.00	15.00	n/a	n/a	n/a
500-1000	\$5,000	300.00 - 500.00	16.00	n/a	n/a	n/a
1000-2000	\$10,000	500.00 - 1000.00	16.00	n/a	n/a	n/a
N-L and P-L	\$200	5.00 - 5.00	6.00	4.00	3.00	1.00
N-L and P-L	\$400	5.00 - 10.00	8.00	n/a	n/a	n/a
N-L and P-L	\$800	10.00 - 20.00	10.00	n/a	n/a	n/a
N-L and P-L	\$1000	10.00 - 25.00	11.00	n/a	n/a	n/a
N-L and P-L	\$2500	25.00 - 50.00	13.00	n/a	n/a	n/a

MEXICAN POKER OR MEXICAN STUD

Mexican Stud Poker is similar to 5-card stud and is played with a standard deck "stripped" to 41 cards with a joker. The 8s, 9s and 10s are removed.

To receive a hand, each player posts an ante. The cards are dealt clockwise, starting from the first player in front the dealer button. The dealer button advances after each hand is complete.

Each player receives a total of five cards, of which one card must be facedown. After the first two cards are dealt (one up and one down), a betting round begins with the high card, clockwise, from the dealer button. The player with the high card makes a forced opening bet to start the action. After the betting is complete, the players may expose their down card, if they wish. This action must be completed prior to the third card being delivered. The next card may be dealt up or down depending on whether the prior down card was exposed. After the third card has been delivered, the next round of betting occurs.

The fourth and fifth cards are then dealt and played in the same manner. Once the action is complete, the player with the highest ranking hand wins the pot. In this game, a flush beats a full house.

Mexican Draw Poker is similar to Jacks or Better Draw with the following exceptions: 1. the joker is wild, 2. the game is played with a one blind to create action instead of having to open with jacks.

Opinion

It is our opinion that Mexican Poker (Stud and Draw) do not qualify as a lottery because they are not percentage games and are not one of the specifically outlawed games under Penal Code 330. In addition, the City of Inglewood has not made these games unlawful.

Rules for Mexican Stud Poker

1. The joker is "wild" in all cases when it is dealt facedown. However, when the joker is dealt faceup, it can only be used as an ace or to complete a straight or flush hand.
2. The player with the highest card clockwise from the dealer button makes a mandatory opening bet. (When the joker is dealt faceup, it will be considered an ace for the purposes of determining the opening bet.) The opening bettor has the option of opening at either the lower or the upper limit.
3. The highest ranking hand starts the action on all betting rounds. Hands are considered to be of equal value even when one hand includes the joker. The hand closest to the dealer button acts first.
4. If any downcard is exposed by the house dealer, that player will receive his next card down and will be permitted to declare "all-in." If the joker is inadvertently exposed, it will play as if it had been dealt facedown -- which is "wild" in all cases.
5. The following hands are considered the same as a straight due to the removal of 8s, 9s, and 10s from the deck: 4-5-6-7-J, 5-6-7-J-Q, 6-7-J-Q-K, or 7-J-Q-K-A

6. If cards on the initial deal are dealt out of sequence, a misdeal will be declared unless two or more players have acted. In this case, action is accepted and there is no misdeal. A hand with an improper number of cards is a dead hand.
7. Because cards on 3rd, 4th or 5th streets are dealt either faceup or facedown, any cards dealt out of sequence on these rounds will be moved faceup to their correct position and the round of dealing finished. Betting is not allowed on this round. The next round is dealt and betting resumes. Any bet made on the round where the error occurred is returned to the player.
8. Except when designating a card to be played faceup, an exposed card plays as the downcard.
9. Following the delivery of the second card, a card will be burned on each subsequent round.
10. Check and raise is permitted.
11. All raises must at least be equal to the size of the last bet.
12. Cards speak -- hold your hand until you are sure of what your opponent's hand.
13. Once any card touches the muck, the hand is dead.
14. No string raises.
15. One short buy-in may be made after each full buy-in.
16. Only the player with the dealer button may ask for an additional shuffle. The deal rotates clockwise.
17. If cards are shown to one player during or after a hand, any player at the table may demand that those cards be shown to all the players at the table once a winner is determined.
18. No rabbit hunting. Once the cards are out of play, no one can look through the discards or ask the dealer which card is coming off the deck.
19. All players must act in turn. If all players check, the player who checked first must show his/her hand first.
20. A player who bets or calls by releasing chips into the pot is bound by that action. However, if the player is unaware that the pot has been raised, the player may withdraw that money and reconsider the action, provided that no one else has acted afterward.

Rules for Mexican Draw Poker

1. Jacks or Better Draw rules apply where applicable.
2. The game is played with 53 cards.
3. Mexican Draw Poker is played 8-handed.

4. The joker is wild and it can be used as any card to make the best high hand.
5. The game is played with one blind and action starts with the person to the left of the blind.
6. Players may discard up to five consecutive cards.
7. Before the draw, the betting is at the lower limit. The betting limit doubles after the draw.
8. The best hand is five aces.
9. Five cards constitute a playing hand. More or fewer than five cards after the draw constitutes a fouled hand. Before the draw, a player having fewer than five cards may receive the additional cards necessary to complete his or her hand, provided no action has been taken by the first player to act (unless that action is before the deal is completed). However, the dealer position may still receive the fifth card even if action has taken place. If action has been taken, a player may draw the number of cards necessary to complete a five card hand.
10. If you are asked how many cards you drew by another active player, you are obligated to respond until there has been action after the draw, and the dealer is also obligated to respond. Once there is any action after the draw, you are no longer obliged to respond and the dealer cannot respond.
11. You may change the number of cards you wish to draw, provided:
 - a. No cards have been dealt off the deck in response to your request.
 - b. No player has acted in any way on his or her hand based on the number of cards you have requested.
13. Cards that are exposed face up by the dealer before the draw must be kept.
14. Cards that are exposed by the dealer on the draw cannot be kept. These cards will be replaced at the end of the draw.
15. Checking and raising is permitted.
16. A maximum of a bet and six raises is permitted in multi-handed pots.
17. Rapping the table in turn constitutes a pass, but rapping the table in turn also may mean the declaration of a pat hand. A player who indicates a pat hand by rapping the table, not knowing the pot has been raised, may still play his or her hand.

OMAHA HIGH-LOW SPLIT (8-or better) and OMAHA HIGH

Omaha is similar to Hold'em, except each player is dealt four downcards instead of two. In order to make a hand, a player must use precisely two hole cards with any combination of exactly three boardcards. The betting is the same as in Hold'em.

Omaha is often played high-low split, 8-or-better. You may use any combination of two hole cards and three boardcards for your high hand and another (or the same) combination of two hole cards and three boardcards for your low hand. It is also played for the high hand only. Omaha high-low split is often played with a "full or partial kill."

Opinion

It is our opinion that Omaha High and Omaha Hi-Lo 8 Eight or Better do not qualify as a lottery because they are not percentage games and are not one of the specifically outlawed games under Penal Code 330. In addition, the City of Inglewood has not made these games unlawful.

Rules of Omaha High-Low Split (8-or-Better)

1. All the rules for Omaha High apply to Omaha high-low split (8-or-better).
2. A qualifier of 8-or-better for low is required for all high-low-split games, unless a specific posting to the contrary is displayed.
3. In high-low, if there is no low hand, the high hand wins the entire pot.
4. You can use one combination of cards to make a high hand and the same or any other combination to make a low hand, as long as each hand uses exactly two hole cards with three board cards.
5. All other Hold'em rules apply.

Rules of Omaha High

1. You must use two of the four hole cards in your hand and three cards on the board to make a valid hand.

Collection Rates for Omaha Hi-Lo 8 or Better

Omaha high-low	Buy-in	Blinds	Pot Qualifier	Jackpot Drop	Collection Per Hand 7 or more players	6 players	5 or Fewer Players
1-2 Kill*	\$20	1.00	\$20	1.00	3.00	2.00	1.00
2-4 Kill*	\$40	2.00	\$40	1.00	3.00	2.00	1.00
3-6 Kill*	\$60	3.00	\$60	1.00	3.00	2.00	2.00
4-8 Kill*	\$80	4.00	\$80	1.00	4.00	3.00	2.00
6-12 Kill**	\$100	6.00	\$100	1.00	4.00	3.00	2.00
9-18 Kill**	\$120	9.00	\$120	1.00	4.00	3.00	2.00
12-24 Kill**	\$180	12.00	\$150	1.00	4.00	3.00	2.00

*Full Kill

** Partial Kill

Top Section (non-jackpot) Collection Rates (A Time Collection Method or an Individual Hand Collection Method may be used in Top Section.)

Hold'em / Omaha H-L*/Omaha High/Pot-Limit/No-Limit **Mixed Games	Buy-in	Blinds	Individual Time Collection (per half hour)	Collection Per Hand 7 Players or more	Collection Per Hand 6 Players	Collection Per Hand 5 or fewer
10-20	\$100	5.00 – 10.00	5.00	4.00	3.00	1.00
15-30	\$150	10.00 – 15.00	6.00	4.00	3.00	1.00
20-40	\$200	10.00 – 20.00	7.00	4.00	3.00	1.00
25-50	\$250	10.00 – 25.00	8.00	4.00	3.00	1.00
30-60	\$300	20.00 – 30.00	8.00	n/a	n/a	n/a
40-80	\$400	20.00 – 40.00	9.00	n/a	n/a	n/a
50-100	\$500	25.00 – 50.00	9.00	n/a	n/a	n/a
60-120	\$600	20.00 – 30.00	10.00	n/a	n/a	n/a
75-150	\$750	50.00 – 75.00	10.00	n/a	n/a	n/a
80-160	\$800	40.00 – 80.00	11.00	n/a	n/a	n/a
100-200	\$1,000	50.00 – 100.00	11.00	n/a	n/a	n/a
150-300	\$1,500	100.00 – 150.00	12.00	n/a	n/a	n/a
200-400	\$2,000	100.00 – 200.00	13.00	n/a	n/a	n/a
300-600	\$3,000	200.00 – 300.00	14.00	n/a	n/a	n/a
400-800	\$4,000	200.00 – 400.00	15.00	n/a	n/a	n/a
500-1000	\$5,000	300.00 - 500.00	16.00	n/a	n/a	n/a
1000-2000	\$10,000	500.00 – 1000.00	16.00	n/a	n/a	n/a
N-L and P-L	\$200	5.00 – 5.00	6.00	4.00	3.00	1.00
N-L and P-L	\$400	5.00 – 10.00	8.00	n/a	n/a	n/a
N-L and P-L	\$800	10.00 – 20.00	10.00	n/a	n/a	n/a
N-L and P-L	\$1000	10.00 – 25.00	11.00	n/a	n/a	n/a
N-L and P-L	\$2500	25.00 – 50.00	13.00	n/a	n/a	n/a

*Omaha high-low Split may be played with a full kill or partial kill.

RAZZ

The lowest hand wins the pot. The format is similar to seven-card stud high except the high card (aces are low) is required to make the forced bet on the first round and the low hand acts first on all subsequent rounds. Straights and flushes have no ranking, so the best possible hand is 5-4-3-2-A (a wheel). An open pair does not affect the betting limit.

Opinion

It is our opinion that Razz does not qualify as a lottery because it is not a percentage game and is not one of the specifically outlawed games under Penal Code 330. In addition, the City of Inglewood has not made this game unlawful.

Rules of Razz

1. The lowest hand wins the pot. Aces are low, and straights and flushes have no effect on the low value of a hand. The best possible hand is 5-4-3-2-A.
2. The player with the highest card starts the action with a forced bet. If the high card is tied, the forced bet is determined by suit from the highest to the lowest; that is, spades, hearts, diamonds, clubs. The player with the low hand on board is the first to act on all subsequent rounds. If the low hand is tied, the first player clockwise from the dealer starts the action.
3. Fixed-limit games use the lower limit on third and fourth streets and the upper limit on subsequent streets. An open pair does not affect the limit.
4. Dealers announce all pairs the first time they occur, except pairs of face cards, which are never announced.
6. All seven-card stud rules apply in razz except as otherwise noted.

SEVEN-CARD STUD

Seven-card stud is played with two downcards and one upcard dealt before the first betting round, followed by three more upcards (with a betting round after each card). After the last downcard is dealt, there is a final round of betting. The best five-card poker hand wins the pot. In all fixed-limit games, the smaller bet is wagered on the first two betting rounds, and the larger bet is wagered after the betting rounds on the fifth, sixth, and seventh cards. If there is an open pair on the fourth card, any player has the option of making the smaller or larger bet.

Opinion

It is our opinion that 7-Card Stud does not qualify as a lottery because it is not a percentage game and is not one of the specifically outlawed games under Penal Code 330. In addition, the City of Inglewood has not made this game unlawful.

Rules of Seven-Card Stud

1. The first round of betting is initiated with a forced bet by the lowest value upcard. A tie is broken by suit, with the lowest suit being forced to bet. On subsequent betting rounds, the high hand on board initiates the action. Ties are broken by position, with the first player clockwise from the dealer acting first.
2. The player with the forced bet has the option of opening for a full bet.
3. Completing an opening forced bet does not count as a raise, but merely as a completion of the bet. For example: In \$15-\$30 stud, the low card opens for \$5. If the next player to act brings the bet to \$15 (completion of the bet), three additional raises are then allowed.
4. In all fixed-limit games, when an open pair is showing on fourth street (second upcard), any player has the option of betting either the lower or the upper limit. For example: In a \$3-\$6 game, if you have a pair showing and you are the high hand, you may bet either \$3 or \$6. If you bet \$6, any succeeding player has the option to call \$3, raise \$3, or raise \$6. If a \$6 raise is made, then all other raises must be in increments of \$6. If the player who makes the open pair on fourth street checks, then all other players still have the same options.
5. In all games, the dealer announces the low card, the high hand, all raises, and all pairs. In limits of \$10-\$20 and higher, dealers do not announce possible straight or flushes.

6. If your first or second hole card is accidentally turned up by the dealer, then your third card will be dealt down. If both hole cards are dealt up, you have a dead hand and receive your ante back. If your hand would have been the low card, as a result of the first card dealt faceup, action will start with the first hand to your left. That player may either fold, open for the amount of the forced bet, or open for a full bet.
7. If you are not present at the table when it is your turn to act on your hand, you forfeit your ante and your forced bet, if any. If you have not returned to the table in time to act on your hand, the hand will be killed in turn.
8. If you fold a hand after making a forced bet, or fold when there is no wager, your seat will continue to receive cards until a bet is made.
9. If you are all in for the ante and you have the lowest card, the player to your left may come in for the forced bet, the maximum bet, or fold the hand.
10. If the wrong person is designated as low and that person bets, the action will be corrected to the proper low card, if at all possible. The true low card must bet, and the improperly designated low card may take back the incorrectly forced wager.
11. If the dealer burns two cards for one round or fails to burn a card, the cards will be corrected, if at all possible, to their proper positions. If this should happen on a final downcard and the cards intermingle with a player's hole cards or a player looks at the card, the player must accept the card.
12. If a dealer burns and deals one or more cards before a round of betting has been completed, the card(s) must be eliminated from play, along with an additional card for each remaining player still active in the hand. After that round of betting has concluded, the dealer reburns, and play resumes. (The removed cards are held off to the side in the event the dealer runs out of cards). If the prematurely dealt card is the final downcard and has been looked at or intermingled with the player's other hole cards, the player must keep the card. If there is further betting on sixth street, a player who has seven cards may not raise.

13. If there are not enough cards left in the deck for all players, the dealer will deal all the cards except the last card, which is mixed with the burn cards and any cards removed from the deck as in the previous rule. The dealer then scrambles and cuts these cards, burns again, and delivers the remaining downcards, using the last card if necessary. If there are not as many cards as players remaining without a card, the dealer does not burn, so that each player can receive a fresh card. If the dealer determines that there will not be enough fresh cards for all of the remaining players, then the dealer announces to the table that a common card will be used. The dealer will burn a card and turn one card faceup in the center of the table. This card plays in everyone's hand. The player who is now high using the community card initiates the action for the last round.
14. If you pick up your upcards without calling a bet when facing a wager, and by doing so cause someone to act behind you (even in a heads-up situation), your hand is dead. This does not apply in a check-check situation or a bet-and-call situation.
15. You must have seven cards to win at the showdown.
16. A card dealt off the table must play and it is treated as an exposed card.
17. If the dealer turns the last card faceup to any player, the following rules apply:
 - a. If there are more than two players, all remaining players receive their last card facedown. Prior to action for the round of betting, a player whose last card is exposed will have the option of participating in the wagering or being declared all in.
 - b. If there are only two players remaining and the first player's final downcard is dealt faceup, the second player's final downcard will also be dealt faceup, and the betting proceeds as normal. In the event the first player's final card is dealt facedown and the opponent's final card is dealt faceup, the player with the exposed card will have the option of declaring all in. This decision must be made prior to any action on that round. In any of the above situations, the player who is now high on the board using all the upcards will start the action. In any of the above situations, the player who is now high on the board using all the upcards will start the action.
18. If you call a bet even though you are beaten by an opponent's upcards, you are not entitled to a refund.

SEVEN-CARD STUD HIGH-LOW SPLIT (8-or-Better)

Seven card stud high-low split (8-or-better) is a stud-format game which is played both high and low. A qualifier of 8-or-better for low applies to all high-low-split games, unless a specific posting to the contrary is displayed. The low card initiates the action on the first round, with an ace counting as a high card for this purpose. On subsequent rounds, the high hand initiates the action. If the high hand is tied, the first player clockwise from the dealer acts first. Fixed-limit games use the lower limit on third and fourth streets and the upper limit on subsequent betting rounds, and an open pair does not affect the limit. Aces may be used for high or low. Straights and flushes do not affect the low value of a hand. A player may use any five cards to make the best high hand and any five cards to make the best low hand.

It is our opinion that 7-Card Stud does not qualify as a lottery because it is not a percentage game and is not one of the specifically outlawed games under Penal Code 330. In addition, the City of Inglewood has not made this game unlawful.

Rules of Seven-Card Stud High-Low Split (8-or-Better)

1. A qualifier of 8-or-better for low applies to all high-low-split games, unless a specific posting to the contrary is displayed.
2. A player may use any five cards to make the best high hand and any five cards, whether the same as the high hand or not, to make the best low hand.
3. The low card by suit initiates the action on the first round, with an ace counting as a high card for this purpose.
4. Aces may be used for high or low, and straights and flushes do not affect the value of a low hand.
5. Fixed-limit games use the lower limit on third and fourth streets and the upper limit on subsequent rounds. An open pair does not affect the limit.
6. Splitting pots is only determined by the cards and not by agreement among players.
7. When there is an odd chip in a pot, the chip goes to the high hand. If two players split the pot by tying for both the high and the low, the pot shall be split as evenly as possible, with

the player with the highest card by suit receiving the odd chip. When making this determination, all cards are used, not only the five cards that constitute the player's hand.

8. When there is one odd chip in the high portion of the pot and two or more high hands split all or half the pot, the odd chip goes to the player with the high card by suit. When two or more low hands split half the pot, the odd chip goes to the player with the low card by suit.
9. All rules for seven-card stud apply to seven-card stud high-low split (8-or-better) except as otherwise noted.
10. Stud high-low split games may be played with a kill.

4/30/07

Caribbean Stud Poker

The game is played on a blackjack–like table with up to eight spots. A standard 52-card deck is used. In front of each player's position, there are two betting spots. ANTE & BET.

Players must place an ANTE prior to receiving their cards. Each player will receive five cards. Player/dealer will receive four faces down cards and one face up cards. There is no dice in the game; The player/dealer's last card is used for determining action button.

Players will examine their hand and decide whether to fold or call. Player may fold and forfeit their entire ANTE. Other wise they must call by placing in the "BET" circle an additional BET equal to exactly twice the ANTE. After making their decisions, all players must put their cards face down on the table .The player/dealer hand must qualify to play.

If the player/dealer does not have an Ace-King or higher, he does not qualify and the hand is over. In that case all players who called and stayed in are paid even money on their ANTE and their call BET is returned. The player/dealer's hand must have at least an Ace/King (an ace and a king) to "qualify."

- If the player/dealer hand does not qualify, the player wins the Ante bet even the player's hand is lower than the player/dealer's hand.
- If the player/dealer's hand qualifies with an Ace-King or higher, then each player's hand must be compared against the player/dealer's hand. If the player/dealer's hand is better than the player's hand, the player loses both the ANTE & call BET.
- If the player/dealer's hand qualifies and the player's hand is better than the player/dealer's is hand, the player is paid even money on the ANTE plus a bonus on the call BET according to the bonus payout schedule.
- If the player/dealer's hand qualifies and the player and the player/dealer have the same hand ranking, the remaining cards are taken into consideration and the highest hand wins. In the event that all cards are identical, the hand is tie and no action is taken.
- In addition to ANTE bet player has an option to place a wager on the "Pair up" Bonus bet. If there is no ANTE bet no one can wager on the optional PAIR UP bonus bet.

CARIBBIAN STUD POKER

BASICS RULES&PROCEDURE

ANTE & CALL BET

- 1) The object of *CARIBBIAN STUD POKER* is to make the highest possible poker hand.
- 2) The game is played with a standard deck of 52 cards with no joker.
- 3) The game plays on a blackjack style 8 hands table.
- 4) At the start of the game, the player/dealer position will be offered to players from seat # 1.
- 5) Third Proposition Players only prescribed by law are permitted to play and hold player/dealer position.
- 6) Two- backline betting is allowed. Each seat has three betting circle for Ante bet. The game is eight handed.
- 7) "Round of Play". Players choose their spots around a high, blackjack style table. Dealer takes collection based on the table limit. Players post an Ante wager in accordance with table limits. Cards are dealt clock wise starting from the first active position from the player/dealer.
- 8) Each player's and the player/dealer's final hand will be composed of five cards. The players will receive five cards face down. The player/dealer will receive five cards face down. The dealer will turn the player/dealers' top card face up.
- 9) Players must place Ante prior to receiving their hand.
- 10) At this time players act in turn by exercising one of the following options:

- a) Surrender by forfeiting their wager (*Ante*); or
- b) Call with a back *Call Bet* twice the *Ante*.

- 11) The player/ dealer's hand must have at least an Ace/King (an ace and a king) to "qualify." If the player/dealer hand does not qualify, the player wins the Ante bet even the player's hand is lower than the dealer's hand .
- 12) If the player/dealer's hand is not qualified with an Ace/ King , the back *Call Bet* wager will be push and will receive no action.
- 13) Each player position has areas on the lay-out marked *Ante* and *Call Bet*.
- 14) Each player five-card hand is then compared with the Player/dealers' five-card hand. The higher hand wins.
- 15) There is no draw or discard for all hands.
- 16) If a player receives no action, no rebate, refund in any form will be given to the players.
- 17) In Caribbean Stud Poker, players Ante to receive a five card, face down. Players may either surrender or Call with the back Bet twice the Ante. The cards are dealt five in rotation from the player/dealer left to right. The player /dealers' top card will be turn up. Player /dealer will have four cards face down and one card face up. The player/dealer must have a poker value of at least an Ace/King to qualify. If the player /dealer does not get Ace/King or better, the player automatically wins the Ante bet even if the player's hand is lower than the player /dealer's therefore Bluffing is always a viable options for the players.
- 18) If the player/dealer hand qualifies all identical hands is push (tie).
- 19) The hand ranking of Caribbean Stud Poker is identical to all 52 cards

poker games without the Joker. Royal flush is the highest rank and no pair is the lowest.

20) The odds pay-offs will only be modified to increase the game's return to the players.

21) Wagers are collected or paid, to the extent that player/dealer wagers covers in this order on every seat in the following order:

Front bet (Ante)

Back bet (Call Bet)

21) The game pays 1 to 1 on all *Antes*. Table below lists odds paid on the *Call Bet* for the winning hands.

Caribbean Stud Poker (Call Bet wager) Bonus Schedule

Winning Hand	Table Odds on <i>Call Bet</i>
• Pair of Aces or less	1 to 1
• Any Two pair	2 to 1
• Three of a kind	3 to1
• Straight	5 to1
• Flush	6 to1
• Full house	7 to1
• Four of a kind	20 to1
• Straight flush	50 to1
• Royal flush	100 to1

CARIBBIAN STUD POKER

BASICS RULES&PROCEDURE

PAIR UP Bonus Bet

1-All players have options to place a wager on PAIR UP Bonus Bet in addition to Ante bet at the same time.

2- Players must place a separate collection for this bet.

The minimum and maximum and the collection rate is exactly identical to the Ante bet.

3-Players may forfeit the hand and still be paid for their PAIR UP Bonus Bet according to the pay chart.

Caribbean Stud Poker PAIR UP Bonus Bet Schedule

Hand	Table Odds on <i>PAIR UP Bonus Bet</i>
• 6-6 through 2-2	push
• Pair of 7 or higher	1 to 1
• Any Two pair	2 to 1
• Three of a kind	3 to1
• Straight	4 to1
• Flush	5 to1
• Full house	7 to1
• Four of a kind	20 to1
• Straight flush	50 to1
• Royal Flush	100 to 1

PLAYER/DEALER & DEAL

The player/dealer position rotates in a systematic and continuous way so the deal does not constantly remain with a single person for many hands and avoid a bank game. The person in player/dealer position may not act as player/dealer position more than two consecutive times

. There must be an intervening player/dealer so that a single player cannot repeatedly act as the /Player/dealer within the meaning of Oliver v. County of Los Angeles (1998) 66 Cal.App.4th 1397, 1408-09, in addition to within the meaning of AB 1416, Wesson's Bill, an act to add section 330.11 to the Penal Code, relating to gambling establishments and any future regulatory guideline from the California Division of Gambling Control & California Gaming Commission with respect to the operation of controlled games featuring a player/dealer position. All payoffs are to the extent that player/dealer wager covers.

The game will be broken if at least one other intervening player at the table does not accept the deal when offered.

If a player receives no action, no rebate, refund, in any form will be given to the player .

Player/dealers are never required to cover all opposing players' wagers. The house never participates as a player/dealer. The house never takes a percentage of the wager placed in the game.

There is no maximum on the player/dealer's wager

Collection Rates

The collection is taken from each player for every bet prior to start of the game. Players including player/dealer must post require collection prior to receiving any cards. Collection is paid before cards are dealt. Collection is paid based on the table limit and is paid for each spot playing a hand.

Table Limits	Player/dealer	Player
\$5- \$50	\$1	50c
\$10-\$100	\$2	\$ 1
\$50-\$300	\$3	\$ 2

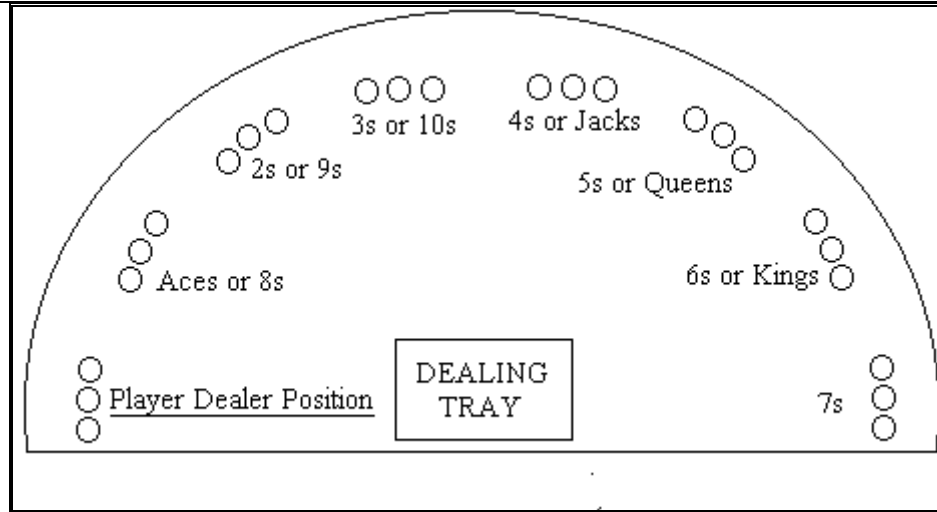
Player/ Dealer & Action Button

The player/dealer will receive five cards face down.

After all players receive, their five cards face down cards. The house dealer will turn player/ dealer's top card. After all players make decision on their cards, the house dealer will expose the remaining face down cards one by one .The last card will determine the position of the action button accordingly, as demonstrated below. The player/dealer's face down card determines where the action starts. The player/dealer position is always zero. Other seats, in a clockwise rotation, respectively represent other numbers.

PLAYER WITH POSITION NUMBER IS REPRESENTED BY	
Player /dealer's position	0
2	Ace or 8
3	2 or 9
4	3s or 10s

5	4s or Jacks
6	5s or Queens
7	6s or King
8	7s



GLOSSARY

- Ante: The mandatory wager that players make to get their five cards.
- Fold or Surrender: Forfeiting the original Ante, after players see their five cards.
- Bet: An optional bet that players make after seeing their five cards and one player/dealer's up card. The call Bet must be twice as the original Ante. If a player makes the call Bet, it means they wish to enter the showdown against the player/dealer.

Super 9

BASIC CONCEPT& RULES

1. The object of the game is to form a hand that equals "9" or as close to "9" as possible.
2. The value of each player's hand is compared with player/ dealer's hand. The hand with a value closer to "9" wins.
3. The game is played with a plural standard deck of cards with all 7s, 8s, 9s, and 10s removed. Jokers are not used. The game can be played with a minimum of one (1) and a maximum of twelve (12) decks dealt from a shoe.
4. Value of Cards: Cards between 2 and 6 have face value. Aces have a value of one. Picture cards are counted as zero.
5. The value of each hand is the sum of its cards. Hands with a value of ten or more are deemed to have the value of the first digit (*e.g.*, 13 = 3; 15 = 5, etc.).
6. All players, including player/dealer, receive three cards face down in rotation one at a time dealt first to the first position left of the player/dealer position. At the completion of the deal the house dealer turns open top card of the player/dealer's hand.
7. Players have the option of receiving a maximum of one draw ("Hit") card. Players must position their hands in the proper HIT or STAND box on the table to designate whether they wish to receive or not receive a draw card. The players will receive draw cards starting from the next clockwise position from the player/dealer position.
8. The Player/dealer wins all ties on zero and one. All other tie hands with equal value are a push and no money is exchanged (*i.e.*, there is "no action").
9. Players must take a draw card on 4's or below and must stand on 7's and above. Option hands are 5's and 6's.
10. House way: Players draw with a 5 or below and stand 6 or above. The house way must be used by the house dealer when a player requests the house dealer to play any additional hand.

11. The game is eight handed.
12. The collection is taken from each player for every bet prior to start of the game.
13. Third Proposition Players only prescribed by law are permitted to play.
14. Back line betting is allowed in accordance with local ordinance.
15. "Round of Play": Players choose their spots around a blackjack style table. The House Dealer takes a table fee collection based on the posted table limit prior to start of the game. Players post their wagers in accordance with table limits. The House Dealer commences the action by dealing the cards.

PLAYER- DEALER & DEAL

The player/dealer position rotates in a systematic and continuous way so that the opportunity to act as the player/dealer does not constantly remain with a single person for many hands. The person in player/dealer position may not act as player/dealer more than two consecutive hands or rounds of play. There must be an intervening player/dealer so that a single player cannot repeatedly act as the player/dealer within the meaning of *Oliver v. County of Los Angeles*, (1998) 66 Cal.App.4th 1397, 1408-09 or section 330.11 of the California Penal Code, relating to gambling establishments and any future regulatory guideline from the California Division of Gambling Control or the California Gambling Control Commission with respect to the operation of controlled games featuring a player/dealer position. The game will be broken if at least one other intervening player at the table does not accept the deal when offered.

Player/dealers are never required to cover all opposing players' wagers. Payoffs of wagers are limited to the amount of the player/dealer wager. The house never participates as a player/dealer. The house never takes a percentage of wagers placed in the game. There is no maximum on the player/dealer's wager.

Hand Ranking Chart

<u>Sequence</u>	<u>Value</u>	
1	9	
2	8	
3	7	
4	6	
5	5	
6	4	
7	3	
8	2	
9	1	Player/ Dealer Wins
10	0	Player/ Dealer Wins

- Player /dealer wins all ties on 0 & 1. All other ties from 2-9 are pushes.

VALUES OF CARDS

A plural deck of standard cards without jokers, with 7s, 8s, 9s, and 10s removed, is used for playing of the game. Up to twelve decks of cards are used.

- All cards between 1-6 have their face value.
- Aces are 1.
- Picture cards have value of 0.

Ranking Chart

<u>Sequence</u>	<u>Cards</u>	<u>Values</u>
1.	Ace	1
2.	Two	2
3.	Three	3
4.	Four	4
5.	Five	5
6.	Six	6
7.	Jack	0
8.	Queen	0
9.	King	0

P L A Y E R / D E A L E R

The following chart outlines the rules regarding the player/dealer drawing procedure. After all players have exercised their option to draw an additional card, the player/ dealer may receive his / her draw card.

Rules for Player / Dealer		
Must Stand on	Must Hit On	Have Option on
7 OR MORE	4 OR LESS	5& 6

PLAYERS

The following chart outlines all rules regarding the draw cards subsequent to receiving three DOWN_cards face down. After all players, including the player /dealer, have received their initial three cards, starting from the next clockwise position from the player /dealer, players may draw a maximum of one additional (hit) card.

Rules for Players		
Must Stand on	Must Hit On	Have Option on
<u>7 OR MORE</u>	<u>4 OR LESS</u>	<u>5 & 6</u>

Action Button

The Action Button designates the hand that receives first action in each round of play. There are three alternate methods of determining placement of the Action Button: 1) Traditional Dice Cup Procedure; 2) Card Procedure; and 3) Random Number Generator Technology.

The Traditional Dice Cup procedure is currently used through out California casinos in Pan 9. Three dice are placed in a cup and are shaken by a designated player. The sums of the numbers on the up facing dice determine where the Action Button is placed. The player-dealer position is designated as the first, ninth and seventeenth position.

The Card Procedure is described below.

The Random Number Generator Technology used digital computer technology to randomly generate a number between one (1) and seven (7). This number determines the position of the Action Button.

Card Procedure. The House Dealer will use Player/Dealer's cards to determine the action button position. After all hands have been properly positioned to hit or stand position, the House Dealer will uncover the second card of the Player/Dealers hand (please be reminded that the Player/Dealer will start with one card face up) to determine the action button position according to the following chart:

PLAYER/ DEALER'S SECOND CARD	ACTION BUTTON POSITION
ACE	1 ST SEAT CLOCKWISE FROM THE PLAYER/DEALER
2	2 ND SEAT CLOCKWISE FROM THE PLAYER/DEALER
3	3 RD SEAT CLOCKWISE FROM THE PLAYER/DEALER
4	4 TH SEAT CLOCKWISE FROM THE PLAYER/DEALER
5	5 TH SEAT CLOCKWISE FROM THE PLAYER/DEALER
6	6 TH SEAT CLOCKWISE FROM THE PLAYER/DEALER
JACK	7 TH SEAT CLOCKWISE FROM THE PLAYER/DEALER

QUEEN	OPEN THE THIRD CARD OF THE PLAYER/DEALER
KING	OPEN THE THIRD CARD OF THE PLAYER/DEALER

PLAYER/ DEALER'S THIRD CARD	ACTION BUTTON POSITION
QUEEN	2 ND SEAT CLOCKWISE FROM THE PLAYER/DEALER
KING	5 TH SEAT CLOCKWISE FROM THE PLAYER/DEALER

21st CENTURY BLACKJACK

SECOND CHANCES

OBJECT OF THE GAME

The object of the 21st Century Blackjack is for the players and the Player/Dealer to add the numerical value of their cards and:

- Achieve the best possible point total, two Jokers or a Natural. This hand pays 2 to 1.
- A Natural beats all other hands.
- A Joker is a "1" or 11"
- Draw additional cards if needed.

VALUE OF CARDS

A plural standard deck of cards with one Joker added per deck is used in the play of the game. The game can be played with a minimum of two (2) and a maximum of eight (8) decks. Minimum of 2 and maximum of 8 jokers must be used.

- Two Jokers dealt as the first two cards is the best possible hand and is known as a Natural.
- Any two cards consisting of any ace with any face card is the second best hand (Blackjack). Blackjack hands beat all other hands with the exception of a Natural hand.
- An Ace has a value of either "1" or "11".
- Jokers are 1 or 11.
- All cards from 2-10 have their face value.
- Picture or face cards have a value of "10".

RANKING CHART

<u>Card</u>	<u>Value</u>
Ace	1 or 11
Two	2
Three	3
Four	4
Five	5
Six	6
Seven	7
Eight	8
Nine	9
Ten	10
Jack	10
Queen	10
King	10
Joker	1 or 11

ROUND OF PLAY

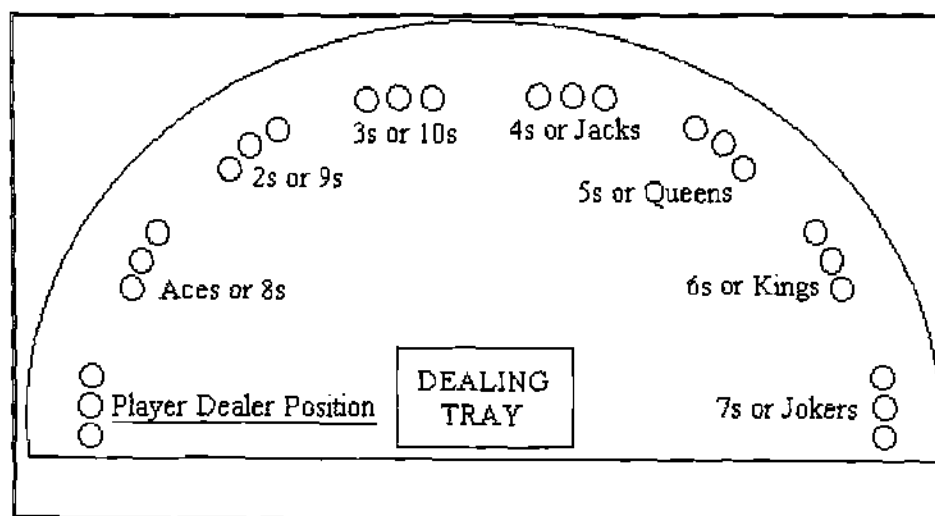
1. 21st Century Blackjack is played on a raised gaming table. The table seats eight players who face the dealer in a 180-degree seating arrangement. The tables are commonly used in the casino industry. The casino dealer stands opposite of the players, and in the center of the table. The casino dealer's chip tray is set in front of him/her. The play starts from the right of the dealer and proceeds in a clock-wise fashion.
2. The game utilizes a standard 52-card deck. The game can be played with a minimum of two decks and to a maximum of eight decks with a minimum of two Jokers per set-up.
3. All tables will have some type of signage where the name of the game is displayed, along with the minimum and maximum wager allowed, and collection fee for the Players and Player/Dealer.
4. A standard round of play begins when a Player/Dealer is designated. The Player/Dealer will place an amount of money (casino chips) in front of their seat in a betting circle and that money will be used to pay the winners and will also set the amount that he/she can collect from the losers. The casino will place a "button" in front of the Player/Dealer which designates that they are taking the Player/Dealer position and further designate whether it is the first or second turn for the Player/Dealer in the banking position. The Player/Dealer will place the collection fee in front of his betting circle.
5. Players at a table then place their wagers in designated betting circles. The players may place a wager at his/her seat along with other unoccupied betting circles. Each player must pay the posted collection for the wager they placed in any betting circle where they have money or "action".
6. Once the Player/Dealer has posted the amount of money he/she will wager against the other players, and once the players have placed their wagers, the casino dealer will collect all of the fees. This will always be accomplished prior to the start of the game in accordance with the California Penal Code. The casino dealer will take the collection fees and drop them into a locked collection box affixed to the gaming table.
7. After the fees have been collected, the dealer will deal the cards to the players and the Player/Dealer. All cards dealt throughout the game are always dealt face up. The casino dealer is the only person on the table to

touch the cards. The players will signal to the dealer by hand gesture if they wish to hit or stand. These hand signals will be consistent with industry standard signals such as moving their hand in a sweeping motion towards their body indicating they want an additional card and in moving their hands in a side to side manner, indicating they wish to stay with their cards on the table. The casino dealer deals the first card to the player seated to the left of the designated Player/Dealer, in a clock-wise fashion. Each player will be dealt one card face up and the Player/Dealer will receive his/her first card also. The Player/Dealer's first card will be placed in front of the casino dealer rather than in front of the player/Dealer's seat position.

8. The casino dealer will deal a second face up card to the players, again starting at the player to the first seated position to the left of the Player/Dealer, in a clock-wise fashion. The Player/Dealer will receive a face down (hole) card.
9. Players must follow the below listed charts in deciding whether to hit or stand on a particular hand.

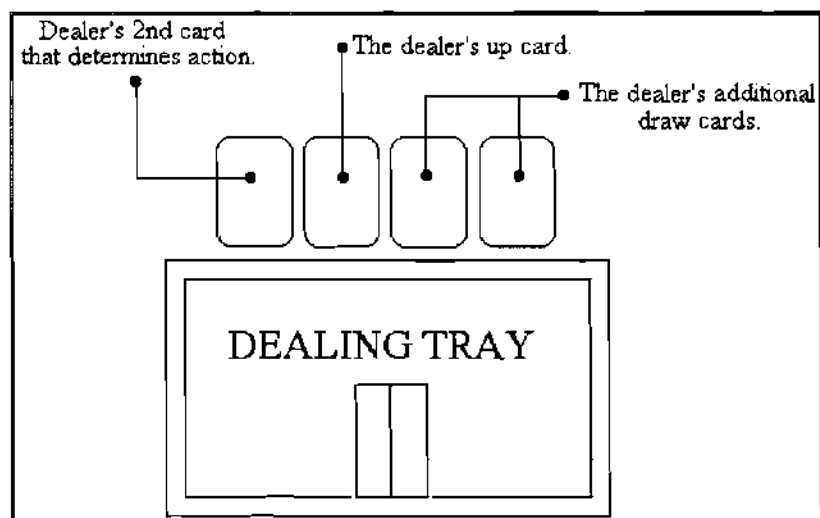
Rules for Players		
Must Stand on	Must Hit on	Have Option on
<u>Soft & Hard 21</u> <u>Natural</u>	<u>11 or Less</u>	<u>12</u>
		<u>13</u>
		<u>14</u>
		<u>15</u>
		<u>16</u>
		<u>17</u>
		<u>18</u>
		<u>19</u>
		<u>20</u>

10. After all players have made their best hands by indicating to the casino dealer that they do not wish to have additional cards dealt to them, the house dealer will turn over Player/Dealer's hole card. This card will determine where the "action button" will be placed.
11. After all players have made their best hands by indicating to the casino dealer that they do not wish to have additional cards dealt to them, the house dealer will turn over Player/Dealer's hole card. This card will determine where the "action button" will be placed.
12. The action button determines where the action starts or who will be first to be paid for their winning hand or lose their wager. The action button is placed based on its numerical value and in comparison to the players seated at the table. (Please see the chart below for an example of how the card's value is used to determine the placement of the action button.



13. Once the hand is played to the end, the payout or collection of the wagers will begin at the seat where the action button is placed. The settling of the wagers will proceed in a clock-wise manner until all wagers have been acted upon.
14. In the event that the Player/Dealer does not have enough money on the table to cover all the wagers on the table, there will be no free collection button, refund, or other conciliatory action give to the affected players by the casino or the Player/Dealer.

15. The Player/Dealer's cards will always be dealt and placed in front of the casino dealer's tray. The placement of the Player/Dealer's cards is standard in all games and is depicted in the chart below:



16. The casino dealer continues to draw cards for the Player/Dealer, if necessary until a Hard 17 or higher number is reached. The Player/Dealer does not have an option of hitting a Hard 17 or higher nor staying on a Soft 17 or lower. See the chart below for details:

Rules for Player/Dealer		
Must Stand on	Must Hit on	Have Option on
HARD 17 AND ABOVE	SOFT 17 OR LESS	NONE

17. Once the Player/Dealer's hand has been made, all winners and losers are determined when their card's numerical value are compared to the Player/Dealer's. The Player/Dealer is never required to cover all opposing player's wagers. A Player/Dealer can only win or lose as much as they have placed on the table to cover a portion or all of the wagers. If there is not enough money from the Player/Dealer position to cover all winning wagers, there will be no refund, free collection, or other form of rebate given to the affected players.
18. After all wagers are settled, the cards are collected and placed in the discard rack. The bank button is changed after every two hands, the Player/Dealer position is rotated in a clock-wise fashion around the table.
19. The next round of play begins once the casino dealer collects all cards from the table and places them in the discard tray. The casino dealer will also change the bank button, and if necessary (if the same person has already held the Player/Dealer position twice) rotate the Player/Dealer position clock-wise to the next position on the table. If there is no person that intervenes on the Player/Dealer's position, the game will be "broken" or stopped, as required by the California Penal Code.

GAME RULES

1. A Natural (the first two cards dealt are Jokers) is the best possible hand. If the player and the Player/Dealer's hands are both a Natural, the hand is a push or draw, and no action is taken on the wager.
2. If a player's total is more than a Natural and the Player/Dealer's total is less than a Natural, the Player/Dealer wins.
3. If a Player's total is a Natural or less and the Player/Dealer's total is more than a Natural, the Player wins.
4. If the Player and the Player/Dealer's total are below a Natural:
 - a. The hand closest to a Natural wins.
 - b. It is a push (draw) and no action is taken on the wager if the Player's total is the same as the Player/Dealer's total.

5. If the Player and the Player/Dealer hand is above a Natural:
 - a. If Player hand consists of four or more cards and is above a Natural. Player/Dealer wins.
 - b. If Player hand consists of three cards totaling 22-25 and Player is closer to a Natural. It is a push (draw).
 - c. Player/Dealer is closer to a Natural, Player/Dealer wins.
 - d. Player/Dealer wins all ties between 22-26.
8. Two cards 21's (blackjack) beats all other hands with the exception of two jokers (Natural)
9. The game is played on an industry standard Blackjack table where up to eight primary players can be seated.
10. All collection fees are collected by the casino dealer prior to the start of play. Collection fees are pre-determined by the casino. All collection rates and wagering limits for the game will be posted at each gaming table and will not be based on a percentage or other factors.
11. Backline betting is allowed; subject to local ordinance or code.
11. Third Party Providers of Proposition Player Services, as defined in Section 19984 of the California Business and Professions Code (the Gambling Control Act), are permitted to play.

21st Century Blackjack

DOUBLE-DOWN, SPLIT, SURRENDER, ODDS INSURANCE& OPTIONAL SECOND CHANCE

DOUBLE-DOWN

Players can double-down and receive one additional card at anytime with the exception of Natural and 21 hands. The player must place a second wager equal to or less than the wager he/she originally placed prior to the start of the game. The player will only receive one card regardless of the total.

SPLIT

Players can split any two like cards of the same value up to a maximum of four individual hands originally dealt to them. The exception is two Aces which may only be split once for a total of two hands with each Ace receiving one card only. The player must place a second wager equal to the wager he/she originally placed prior to the start of the game. A player may draw as many cards as desired per split card following the Rules for Player Guidelines to make the best possible hand. Players may double-down after each split.

Players can split any two Aces originally dealt to them but shall only receive one extra card per Ace. The player must place a second wager equal to the wager he/she originally placed prior to the start of the game.

Multiple splitting of cards is permitted.

SURRENDER

Players can surrender at anytime if the hand does not exceed 20. If they choose to surrender, half of their wager will be forfeited. The player must indicate they wish to surrender before the Player/Dealer's second card is exposed. Their (the player's) play for that hand will cease.

Player may not surrender on double-down or split hands.

Players cannot double-down, split, or surrender when the Player/Dealer's first card dealt is a Joker.

There is no extra collection fee taken by the casino on any double-down or split executed by a player, nor is there any extra collection fee charged to the Player/Dealer.

21st Century Blackjack

ODDS

Player's Joker-Joker or Natural pays 2 to 1. Any two card twenty one (Blackjack) hands pays 6 to 5 (except split Aces).

All pay-offs are to the extent that the Player/Dealer's money covers the action on the table. A Player/Dealer cannot win or lose more than the entire amount of money placed on the table prior to the start of the hand.

INSURANCE

Players may insure up to a maximum of half of the original wager when the Player/ Dealer's up card is an Ace or Joker prior to house dealer checking for Blackjack. (Players may not receive even money if they have Blackjack).

OPTIONAL SECOND CHANCE

Player may forfeit half of their wager and ask for replacement of their first draw card once in every hand. The dealer will discard the hit card and deliver the player with a new hit card. No double-down or split is allowed with optional second chance card.

LEGAL

The Player/Dealer position must rotate in a continuous and systematic fashion, and cannot be occupied by one person for more than two consecutive hands. There must be an intervening Player/Dealer so one person cannot continually occupy the position and the "bank" hand within the meaning of Oliver v. County of Los Angeles (1998) 66 Cal. App. 4th 1397, 1408-1409. And in addition to the meaning of AB 1416 (the Wesson Bill) which added section 330.11 to the California Penal Code relating to the California licensed gambling establishments and any future regulatory guidelines from the California Department of Justice, Division of Gambling Control, with respect to the operation of a controlled game featuring a Player/Dealer position.

21st Century Blackjack

21st Century Blackjack Collection

Table Limits	Player/Dealer	Player
\$2-\$20	\$1	.50
\$10-\$100	\$2	\$1
\$25-\$100	\$2	\$1
\$50-\$300	\$4	\$2
\$100-\$500	\$5	\$3

California Games
21st CENTURY BACCARAT
Face Up Version with Tie hands

SUMMARY OF GAME

The object of the game is to assemble two (2) hands of two (2) or three (3) cards with a point value as close to nine (9) as possible. Aces count as one (1), picture cards as ten (10) and the others their face value. A hand with cards whose sum is in double figures are ranked with the tens (10's) digit ignored. So a hand totaling eighteen (18) would count as eight (8).

The house dealer deals two (2) hands of two (2) cards each, two (2) cards to the right and two (2) cards to the left one (1) by one (1) in rotation. The hand to the left of the house dealer belongs to the Player/Dealer. The Player/Dealer hand will have one face down and one face up. The hand to the right of the house dealer belongs to the players. The hands to the right of house dealer are dealt face up and are community hands for all players. The Player/Dealer's first card is dealt face up and the second card is face down.

Player must stay on 7 or more and hit on 0 to 4.

Player options on 5 & 6 are: a) stand; b) hit and take a community card.

Player/Dealer must hit on 0-5 and stand on 6-9 or more.

House Way: Hit on 0-5 and stand on 6-9

BASIC CONCEPT& RULES

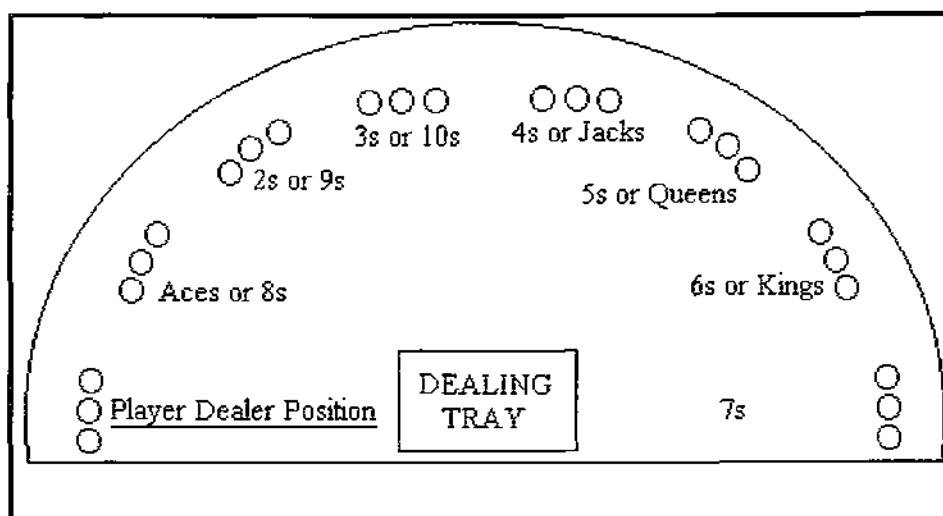
1. The object of the game is to form a hand that equals "9" or as close to it as possible.
2. Each Player's hand is compared with the Player/Dealer hand. The hand closest to "9" wins.
3. The game is played with a plural deck of 52 standard cards. Four, six or eight decks of cards may be used.
4. There are no Jokers.
5. The table is a blackjack style gaming table with eight seats. See Diagram (page 3 below)
6. Cards between 1 and 9 have face value.
7. Picture cards and tens (10's) are counted as zero (0).
8. The house dealer takes a collection from each player for every bet prior to start of each game. Collections are collected and determined prior to the start of each round of play based on the table limits of the game.
9. Prior to the deal all players must place a wager in accordance with table limits on the stand line.
10. The house dealer deals two (2) two (2) card hands in rotation one at a time.

11. Players in seats 1-8 receive two (2) community cards, face up.
12. The Player/Dealer receives two (2) cards. The first card is face up. The second card is face down.
13. The value of each hand is the sum of its cards. The last digit of the sum of a hand that has a value over ten (10) is the deemed value of the hand.
14. Each player with a wager on the stand line with two cars valued at five (5) & six (6) has two options:
 - a) Stand and keep wager on the Stand Line;
 - b) Hit and take a community card by moving wager to Hit Line.
15. The House Dealer will deliver additional hit cards to players hand if requested and will then expose the Player/Dealers hole (down) card.
16. The Action Button determines which player receives first action on their wager. The Player/Dealer Hole Card determines the position of the action button. The Player/Dealer position is always zero. The other seats in clockwise rotation respectively represent other numbers.

Player with Position Number

Is Represented By

Player Dealer position	0
Seat 2	Ace or 8
Seat 3	2 or 9
Seat 4	3 or 10
Seat 5	4 or Jack
Seat 6	5 or Queen
Seat 7	6 or King
Seat 8	7



17. The value of each hand is the sum of its cards. The last digit of the sum of a hand that has a value over ten (10) is the deemed value of the hand.
18. Players with hands valued at seven (7) to nine (9) must stand.
19. Players with hands valued at zero (0) to four (4) must hit.
20. Players have options on five (5) and six (6).
21. The Player/Dealer wins all ties on zero (0) and one (1) on the base game.
22. The Player /Dealer will lose all ties to Player's tie wager.
23. All ties on two (2) through nine (9) are a "Push" and wagers are called off on the base game.
24. The Player/Dealer must hit on five (5) or below and must stand six (6) and above.
25. House Way: Players hit on five (5) or below and stand on six (6) or above. The house dealer must use House Way when a player requests the house dealer to play an additional wager.
26. Backline betting is allowed. Each seat has three (3) betting circles for Ante and Tie bets.
27. All bets for the base game and Tie bet must be between the minimum and maximum table limit.
28. "Round of Play". Players choose their spots around a blackjack style table. Prior to the deal, the house dealer takes collection based on the table limits. Players post wagers in accordance with posted table limits.

TIE HANDS

1. The Tie bet wager will be made after player's hand has been exposed and all players can view the Player/Dealer up card.
 2. The Tie wager or the original base game wager cannot exceed table limit.
 3. There is no collection for the Tie bet.
 4. No Tie bets allowed in the following situations:
 - 5 vs. 5
 - 6 vs. 6
 - 7 vs. 7
 - 8 vs. 8
 - 9 vs. 9
- All other tie bet will be paid 8 to 1
5. Wagers are collected or paid to the extent that Player/Dealer wagers covers in order from the action button seat by seat.

Collection Rates

The collection is taken from each player for every bet prior to start of the game. Players including player/dealer must post require collection prior to receiving any cards. Collection is paid before cards are dealt. Collection is paid based on the table limit and is paid for each spot playing a hand.

PLAYER- DEALER & DEAL

The Player/Dealer position rotates in a systematic and continuous way so that the opportunity to act as the Player/Dealer does not constantly remain with a single person for many hands. The person in Player/Dealer position may not act as Player/Dealer position more than two consecutive hands or rounds of play. There must be an intervening Player/Dealer so that a single player cannot repeatedly act as the Player/Dealer within the meaning of *Oliver v. County of Los Angeles*, (1998) 66 Cal.App.4th 1397, 1408-09 or section 330.11 of the California Penal Code, relating to gambling establishments and any future regulatory guideline from the California Division of Gambling Control or the California Gambling Control Commission with respect to the operation of controlled games featuring a Player/Dealer position. The game will be broken if at least one other intervening player at the table does not accept the deal when offered.

Player/Dealers are never required to cover all opposing players' wagers. Payoffs of wagers are limited to the amount of the Player/Dealer wager. The house never participates as a Player/Dealer. The house never takes a percentage of wagers placed in the game. There is no maximum on the Player/Dealer wager.

VALUES OF CARDS

- All cards have their face value.
- Picture cards have value of 0.
- Player/Dealer wins all Ties from 0-1 on base game.
- All ties from 2-9 are pushes on base game.

Ranking Chart

<u>Sequence</u>	<u>Cards</u>	<u>Values</u>
1.	Ace	1
2.	Two	2
3.	Three	3
4.	Four	4
5.	Five	5
6.	Six	6
7.	Seven	7
8.	Eight	8
9.	Nine	9
10.	Ten	0
11.	Jack	0
12.	Queen	0
13.	King	0

Hand Ranking Chart

Hand	Ranking	Chart
1	9	
2	8	
3	7	
4	6	
5	5	
6	4	
7	3	
8	2	
9	1	
10	0	

The following chart outlines the rules regarding the Player/Dealer drawing procedure. After all players have exercised their rights to draw an additional card the Player/Dealer may receive one draw card.

Rules for Player / Dealer

Must Stand On	Must Hit On	Have Option On
6 OR MORE	5 OR LESS	N/A

PLAYERS

The following chart outlines all rules regarding the hit cards subsequent to receiving two up cards. After all players including the Player/Dealer have received their initial two cards starting from the next clockwise position from the Player/Dealer, Players may receive a maximum of one (1) additional (hit) card.

Rules for Players		
Must Stand On	Must Hit On	Have Option On
<u>7 OR MORE</u>	<u>4 OR LESS</u>	<u>5& 6</u>

TRIPS
A
Five Card Stud Game
WITH ELECTRO-MECHANICAL SHUFFLERS

California Version

Version Two

OBJECT OF THE GAME

Similar to Poker, Trips is a "round game" where players play against each other. There is no player/dealer. The object of this game is for players to form a five-card poker hand that contains at least a three-of-a-kind "qualifying hand" or better. Concurrently, players strive to:

- a) Beat the other participating players involved in the hand.
- b) Form the highest hand so that they may win a portion of the accumulated pot in the event that no one attains a qualifying hand.

Although the game could be played with traditional paper cards, this form of the game is played on DigiDeal's patented Digital Card System (DCS). The DCS uses digital card facsimiles for the game play. The DCS consists of:
a) the dealing unit that is placed on the left side of the dealing tray; b) six display monitors that are placed in front of each player; c) two chip recognizing portals that are in front of each monitor (total of 12 portals), and d) the computer processor that is placed directly underneath the dealing unit and is affixed to the table.

This computer processor shuffles the cards and displays them on the monitors. All units of the system (the processor, the dealing unit, six monitors and twelve portals) are simultaneously linked via data cables and the system is powered by the 120V. electricity.

DCS has been thoroughly tested and certified by Gaming Laboratories International ("GLI") for use in tribal casinos in California and numerous other jurisdictions across the United States.

The visible part of the DCS unit, on the left side of the dealing tray, has a "Deal" button. By pressing this button, the computer processor randomly deals a digital card to every player similar to a casino dealer pitching a paper card to the players.

Two separate portals are placed in front of each monitor. One is designated for the table fee collection and the other is for the wagers. Players wanting to bet or pay their collections must place the appropriate chips over the portals. The chips are then recognized through the portals. After that recognition, digital cards can be dealt to that position. If chips are not placed on a portal, the monitor will indicate the lack of appropriate bet and hence it will not deliver a card or cards to that player.

Every time DCS deals a new card, the facsimile of that card is instantaneously displayed on every monitor on the table. In addition to the new cards, players will see their individual hands on the monitors as well. Each player will also be able to see other players' hands.

In total, each of the DCS monitors is capable of showing the following information and activities related to the game and the round of play:

- ♦ The initial message for players to post their antes and bets,
- ♦ Each player's hand content,
- ♦ Other players' hand contents,
- ♦ Each new card that is being dealt,
- ♦ The total amount of the accumulated pot,
- ♦ The amount of the pot high hand award,
- ♦ Message display of the qualifying hand,
- ♦ Message display of the highest hand in case that a qualifying hand is not obtained,
- ♦ Other message displays for bets and non-winners,
- ♦ Audible sound of bell when a qualifying hand is formed.

RANKING OF THE CARDS

The Digital Card System uses a single standard deck of cards. Two Jokers are added to the deck for a total of 54 cards in the deck. A maximum of six (6) players participate in each hand.

- a) All cards have their face values.
- b) Jokers are used as wild cards. Jokers can be considered as any card to form the best possible combination including:
 - ♦ Pairs,
 - ♦ Trips,
 - ♦ Four-of-a-kinds,
 - ♦ Five-of-a-kinds,
 - ♦ Straights,
 - ♦ Flushes, or
 - ♦ Straight flushes

- c) When two Jokers appear in one hand, if a straight or better is not formed, at minimum a three-of-a-kind is automatically formed in union with the highest card of that hand.
- d) Picture cards have no numerical values, instead, their ranks are used to determine the value of the hand. Ascending values of cards are:

RANKING OF THE CARDS

CARDS	RANKING VALUE
Ace	1 st or 14 th
2	2 nd
3	3 rd
4	4 th
5	5 th
6	6 th
7	7 th
8	8 th
9	9 th
10	10 th
Jack	11 th
Queen	12 th
King	13 th
Joker	Wild (as any card)

VALUE OF HANDS

Trips uses the High Poker hand ranking to determine the value of player's hands. The following ranking chart displays the order in which the hands are evaluated in comparison.

HAND RANKING TABLE

ORDER OF VALUE	HAND CONTENT
1 st	Five-of-a-Kind
2 nd	Royal Flush
3 rd	Straight Flush
4 th	Four-of-a-Kind
5 th	Full House
6 th	Flush
7 th	Straight
8 th	Three of a kind
9 th	Two pair
10 th 11 th	One Pair No pair

GAME LIMITS

Various limits of the game will be offered at the casino. Players may choose any of the table limits to play at. Nomenclature (signage) will be conspicuously posted at each game to inform patrons of name of the game, along with the collection and betting limits. The limits that Commerce Casino proposes to offer are as following:

SCHEDULE OF TABLE LIMITS, ANTES AND BETTING LIMITS

TABLE LIMIT	COLLECTION RATE	1 ST BET	2 ND BET	3 RD BET	4 TH BET
\$2	50 cents	\$2	\$2	\$2	\$2
\$3	\$1	\$3	\$3	\$3	\$3
\$5	\$2	\$5	\$5	\$5	\$5
\$10	\$3	\$10	\$10	\$10	\$10
\$25	\$5	\$25	\$25	\$25	\$25

TABLE FEES

Table fee collections are taken at the beginning of each round of play. Each player pays a pre-determined amount at the beginning of each round. If a qualifying hand is not obtained the pot rolls over. At this point, if a new player who was not involved in the previous hand wishes to participate, the new player (only) must pay a collection in order to receive a hand.

After collecting the collections from each player, the casino dealer converts them to the highest denomination of chips and places the total amount in a prearranged location, generally on top of the drop box. The collections are untouched during the round of play. Only after a player produces a qualifying hand of three-of-a-kind or better and the entire pot is awarded to that player, the casino dealer drops the total amount of collections. The schedule of collections for various Table limits are as following:

- a) \$2 games = \$1
- b) \$5 games = \$2
- c) \$10 games = \$3

ROUND OF PLAY

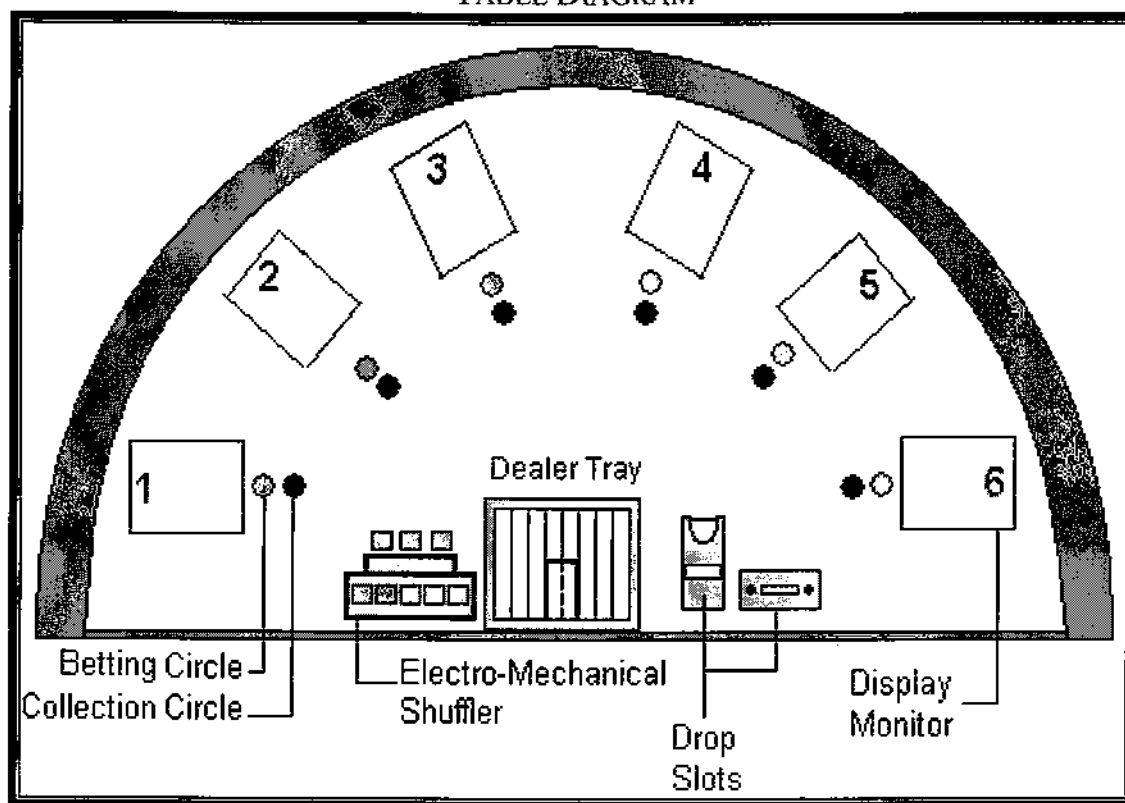
A round of play begins from when the collections are taken and the initial pot is formed; the round of play is concluded when the accumulated pot is awarded to the player with the qualifying hand (three-of-a-kind or better). The table fee collection is taken at beginning stages of each round; no other collections are taken. The round of play occurs according to these procedures:

- i. Trips is played on a raised table with six players who face the dealer in a 180 degree seating arrangement (Page 4). The casino dealer sits or stands at the center of the table facing the players.

The dealing tray is directly in front of the dealer and the DCS unit is on the left of the dealing tray. The first seat on the left of the dealer is designated as seat number one and the last seat on the right of the dealer is numbered six. Like all other poker games, all action and the deal of cards move in a clockwise direction from seat number one to number six.

- ii. The casino dealer calls for and verifies that all players have posted a collection and the initial wager.
- iii. Prior to dealing, the casino dealer, takes the designated collection from each player and places them in a prearranged location on the table, usually above the collection box that is affixed to the gaming table. Collections will be dropped at the conclusion of the round of play. If none of the players, at the conclusion of the deal, wins with a qualifying hand (three-of-a-kind or better), players who paid a collection will not be required to post another collection until the end of the round but the new players who did not pay a collection previously and now want to receive a hand must post the required collection. However, if a player wins with a qualifying hand, the round of play will be concluded and all players will be required to pay another collection to participate in the new round of play.

TABLE DIAGRAM



- iv. The game utilizes a standard 52-card deck, with the addition of two Jokers for a total of 54 cards.
- v. All tables will have a nomenclature (signage) specifying the name of the games, limits of the games, the collection rates and the betting limits.
- vi. Once players have placed their bets (1st round of bets) and collections and after the casino dealer has posted the collections on the designated spot, the dealer presses the "Deal" button on the dealing unit at which time digital cards are dealt to each player beginning from the first active player from

seat number one ending with the last active player from seat number six. This initial deal consists of two cards.

- vii. Each participating player, starting from seat number one moving toward seat number six, receives two face up cards. The cards are dealt one at the time to each player in a clockwise direction.
- viii. After that delivery, the casino dealer gathers all of the first wagers in the center of the table and creates the pot (accumulating the chips in the center of the table).
- ix. At this point the second (2nd) round of betting commences. Beginning from seat number one, the dealer gives each player the option to either make another wager or fold. Players who wish to continue playing and receive additional cards must place another wager equal to the original bet on the appropriate portal. Players who do not want to continue will not place a chip on that portal, hence, they will not receive additional cards and will not be eligible to win any portion of the accumulated pot.
- x. When players make their decisions, the casino dealer presses the "Deal" button again and another card is will be delivered to each participating player.
- xi. After delivering a digital card to the participating players, the casino dealer collects all of the wagers and adds them to the previously accumulated pot.
- xii. When all remaining players receive another up card, the third (3rd) round betting starts. In the same manner as the second round of betting, starting from seat number one moving toward seat number six, players make a choice to continue playing by placing another wager equal to the initial wager or to fold by not posting another wager.
- xiii. When players exercise their choices, the casino dealer again presses the "Deal" button on the dealing unit at which time another digital card is dealt to each player beginning from the first active player from seat number one ending with the last active player from seat number six. Immediately after the deal, the casino dealer again collects all of the wagers and adds them to the previously accumulated pot.
- xiv. After every player has had the chance to act with their 4th up card, the house dealer, similar to previous rounds, presses the "Deal" button on the dealing unit again and another digital card is delivered for the 5th (the last) up card to every remaining player in the pot. When the last card is delivered, no other wagering activity will take place.
- xv. The casino dealer then gathers all of the final wagers and adds them to the accumulated pot.
- xvi. When the last card is delivered by DCS, it automatically locates the highest ranking qualifying hand and in large green letters shows "WINNER;" it also sounds a winning bell. If a qualifying is formed, the entire pot will be awarded to that hand and the round of play is concluded.
- xvii. If no one qualifies with a qualifying hand (three-of-a-kind or better), DCS then identifies the best hand on the table and displays "HIGH HAND" on the appropriate monitor. This hand will win 20% of the accumulated pot, however, the round of play will not be concluded. All of the players who played during the previous round of play are permitted to play without posting another collection, however, the new players who wish to receive a hand will be required to post both a table fee collection and a wager.

GAME RULES

- 1) The game is played with a standard deck of 52 cards with two Jokers for a total of 54 cards.
- 2) All cards have their conventional High Poker values. Aces can be used as the highest or the lowest card of the deck.
- 3) Jokers are Wild cards. They can be used as any card to improve a hand at least by one level.
- 4) "High Poker" ranking chart is used for comparison of hands.
- 5) All cards are dealt face-up in a Stud form, therefore, there will be no draw cards.
- 6) A round of play begins from when the table fee collections are taken and the initial pot is formed; the round of play is concluded when the accumulated pot is awarded to the player with a qualifying hand (three-of-a-kind or better).
- 7) Players must place a collection and a bet in order to receive the two initial cards.
- 8) After the initial cards, players must either bet or fold.
- 9) Players who make additional wagers are entitled to receive additional cards.
- 10) Players folding will not receive additional cards and will not be entitled to win any portion of the accumulated pot.
- 11) In order to win the entire pot, a player must obtain a qualifying hand of three-of-a-kind or better.
- 12) If two or more players have three-of-a-kind or better, the best hand will win the entire pot.
- 13) If no one has a qualifying hand, the best hand on the table wins 20 percent of the accumulated pot.
- 14) If no one has a qualifying hand, the round of play is not concluded. All of the players who participated in the previous hand by paying a collection and a wager will be entitled to receive a hand without paying an additional collection. New players however, must pay a collection.
- 15) When the entire accumulated pot is awarded to a player with a qualifying hand, the round of play is concluded and all of the players who wish to participate in another hand must pay another collection and place a wager.

Three Card Poker

OBJECT OF THE GAME

The object of Three Card Poker is to beat the player/dealer in a three-card poker game.

- Ranking of Hands:
 - Straight flush
 - Three of a kind
 - Straight
 - Flush
 - Pair
 - High card

ROUND OF PLAY

1. Three Card Poker is played on either a standard-sized blackjack-style or poker-style table.
2. The game utilizes a standard 52-card deck.
3. All tables will have some type of signage where the name of the game is displayed, along with the minimum and maximum wager allowed, and collection fee for the players and Player/Dealer. A maximum of three collection rates are allowed in compliance with the California Penal Code.
4. The game is played with up to seven players, plus a player/dealer. The house dealer deals the game.
5. Players must make an Ante wager and pay a collection to be dealt in. Each player receives three cards face down. The player/dealer receives three cards – two face down and one face up.
6. Once players inspect their hand, they have two options:
 - a. Fold the hand and forfeit the Ante; or
 - b. Stay in the game by making a Play bet; this bet must equal the Ante.
7. The player/dealer must qualify to play with a minimum Queen-high.
 - a. If the player/dealer does not qualify, the Play bet receives no action. The dealer shall immediately refund this bet to players.
 - b. The Ante will receive action. If the player's hand beats the player/dealer's hand, the dealer will then pay each Ante – the ones not surrendered by folding, i.e. even money.
 - c. If the player/dealer's hand qualifies, the dealer shall immediately stack each player's Play bet atop the Ante.

Three Card Poker

- i. If the player's hand beats the player/dealer's, the player wins even money.
 - ii. If the player/dealer's hand beats the player's, the player loses.
8. All bets receive action to the extent that the player/dealer wager covers.
9. The round of play ends when the player/dealer exhausts his bankroll, or when all player wagers receive full action.

Bonus Bet

1. A \$5.00 Bonus Bet collection must be placed on the Bonus Bet spot to qualify for Bonus Jackpot Bet pay. Bonus Bet must be placed prior to the initial deal.
2. Bonus Bets pay as follows:

a. Royal Flush	200:1
b. Straight Flush	40:1
c. Three of a Kind	30:1
d. Straight	6:1
e. Flush	3:1
f. One Pair	1:1

Glossary

Ante: The mandatory wager players make before seeing their hand.

Bonus Bet: An optional jackpot bet for players who placed an ante bet and paid collection.
See Bonus Bet pay chart above.

Fold: The player option to surrender his Ante, rather than continue in the game.

Play: An optional bet that players make after seeing their three-card hand. The Play bet must equal the Ante bet.

Play wager: If players make the Play bet, it means they wish to enter the showdown against the player/dealer. If players decide not to make the Play bet, they forfeit their Ante wager, and are no longer in the game.

Three Card Poker

LEGAL

The Player/Dealer position must rotate in a continuous and systematic fashion, and cannot be occupied by one person for more than two consecutive hands. There must be an intervening Player/Dealer so one person cannot continually occupy the position and the "bank" hand within the meaning of Oliver v. County of Los Angeles (1998) 66 Cal. App. 4th 1397, 1408-1409. And in addition to the meaning of AB 1416 (the Wesson Bill) which added section 330.11 to the California Penal Code relating to the California licensed gambling establishments and any future regulatory guidelines from the California Department of Justice, Division of Gambling Control, with respect to the operation of a controlled game featuring a Player/Dealer position.

Three Card Poker

COLLECTION RATES & LIMITS OFFERED

Table Limit/Spot \$2-\$50 \$300 max/seat

Player Collection per Spot

\$2 to \$4	\$0.25
\$5 to \$50	\$0.50

Player/Dealer Collection

When Total Bets => \$51	\$1.00
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Table Limit/Spot \$5-\$50 \$600 max/seat

Player Collection per Spot

\$5 to \$50	\$0.50
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Player/Dealer Collection

When Total Bets \$51 ⇔ \$100	\$1.00
When Total Bets => \$101	\$2.00

Table Limit/Spot \$10-\$100 \$1,000 max/seat

Player Collection per Spot

\$10 to \$100	\$1.00
---------------	--------

Player/Dealer Collection

When Total Bets \$51 ⇔ \$100	\$1.00
When Total Bets => \$101	\$2.00

Table Limit/Spot \$50-\$300 \$2,000 max/seat

Player Collection per Spot

\$50 to \$300	\$2.00
---------------	--------

Player/Dealer Collection

When Total Bets \$101 ⇔ \$500	\$3.00
When Total Bets => \$501	\$5.00

21st
CENTURY
BACCARAT

NEW VERSION

Face Down

21st CENTURY BACCARAT

BASIC CONCEPT& RULES

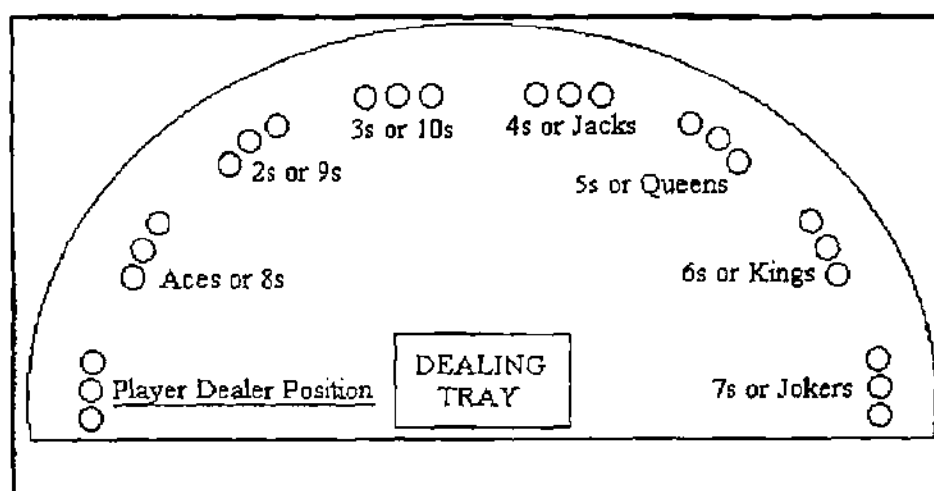
1. The object of the game is to form a hand that equals "9" or as close to it as possible.
2. A hand containing two Jokers, called a " Natural" and beats all other hands including all "9"s.
3. The players hand is compared with player/ dealer's hand. The hand closer to "9" wins.
4. Cards between 1 and 9 have face value.. Ace value is one.
5. Picture cards and 10's are counted as 0.
6. All hands are compared against the dealer /player's hand from the action button. The action button is determined by the dealer's hole card. Please see the related chart.

The player/dealer will have first card face up and second card face down. After all players receive, their two cards and the draw cards. The house dealer will turn player/dealer's hole card for position of the action button accordingly, as demonstrated below. The player/dealer's hole card determines where the action starts. The player/dealer

position is always zero. Other seats, in a clockwise rotation, respectively represent other numbers.

PLAYER WITH POSITION NUMBER	IS REPRESENTED BY
-----------------------------	-------------------

Player /dealer's position	
0	Ace or 8
2	2 or 9
3	3s or 10s
4	4s or Jacks
5	5s or Queens
6	6s or King
7	7s or Joker
8	



- Jokers are wild; they have any value between 0 and 9. A plural deck of standard cards is used for playing of the game. Eight decks are used; one Joker is added to each deck..

8. The value of each hand is the sum of its cards. The last digit of the sum of a hand that has a value over ten is the deemed value of the hand.
A hand with two jokers (natural) wins all other hands, including all "9"s.
9. All players will receive two-card face down in rotation one at a time; player/dealer hand will receive first card face up and second card face down.
10. The player must position their hand in the proper HIT or STAND box in order to receive or not to receive a draw card.
11. A after all players including player/dealer receive their initial two cards. If the Player/Dealer up card is the joker, the deal is concluded. The pay-off will start from the action button. The player/dealer wins to the extent his/her wager covers with the exception of any other "9".
12. Prior to the draw of the player/dealer's initial two cards will be checked for a "9", if the two cards total any "9" the deal is concluded. No one will be able to draw. The dealer will start opening all other hands. The player/dealer wins to the extent his/her wager covers with the exception of any other "9".
13. The player/dealer having a "9" automatically wins all hands with the exception of other 9's held by players. Player/dealer pushes with any other "9".
14. If the player/dealer's hand does not total any "9", the players have the option of drawing one additional card.
15. Players having 0-6 may surrender their hand and forfeit half of their wager.
16. Player/dealer wins all ties on zero to four, on all other tie numbers are push and there is no action.
17. If any player hit on his /her initial two cards 5's or 6's and make 8's or 9's the player will receive 2 to 1 on his wager.

18. All players must hit on 4's or below and must stand on 7's and above. Option hands are 5's and 6's. After all hands been set the house dealer first will open player's draw cards and then the original two cards. If a player misplays his/her, hand. The hand is considered foul hand and the bet is forfeited.
19. Player/Dealer must hit on 5's or below and must stand on 7's and above, player/ dealer option hand is only 6's.
20. The player/ dealers three card "9" pushes all players with two card "9" hand.
21. Natural is two jokers and pays 3 to 1 to players. If the player/dealer has two jokers, the player dealer will win all hands including any "9" (with the exception of player's two jokers), then it is a push.
22. House way: must draw 5 or below and must stand 6 or above. The house way must be used by the house dealer when a player request the house dealer to play the additional hand.
23. The game is played with eight standard decks of 52 cards with one joker per deck.
24. The game is eight handed.
25. The collection is taken from each player for every bet prior to start of the game.
26. Third Proposition Players only prescribed by law are permitted to play.
27. Back line betting is allowed based on the local ordinance.
28. "Round of Play" .Players chooses their spots around a blackjack style table. Dealer takes collection based on the table limit prior to start of the game.. Players post wager in accordance with table limits.

29. The players may double down on 0-6 and receive one card. After all hands been set, the house dealer first will open player's draw cards and then the original two cards. If a player misplays his/her, hand. The hand is considered foul hand and the wager is forfeited.

29 The wining hand with double-down wager receives 1 to 1 payout.

30 Player will receive no action on their double down wager if the player/dealer has two cards 9 or Natural and will lose only the original wager.

21st Century Baccarat Bonus Schedule

The player must win in order to receive bonus payout.

• Natural 2 (Jokers)	3to1
• Three cards "9"if hit on 5 or 6 2to1	
• Three cards "8" if hit on 5 or 6 2to1	
• Any "1" to "9"	1 to 1

PLAYER- DEALER& DEAL

The player/dealer position rotates in a systematic and continuous way so the deal does not constantly remain with a single person for no more than two consecutive hands. The person in player/dealer position may not act as the player/dealer position for more than two consecutive times

. There must be an intervening player/dealer so that a single player cannot repeatedly act as the /Player/dealer within the meaning of Oliver v. County of Los Angeles (1998) 66 Cal.App.4th 1397, 1408-09, in addition to within the meaning of AB 1416, Wesson's Bill, an act to add section 330.11 to the Penal Code, relating to gambling establishments and any future regulatory guideline from the California Division of Gambling Control & California Gaming Commission with respect to the operation of controlled games featuring a player/dealer position The game will be broken if at least one other intervening player at the table does not accept the deal when offered.

. All payoffs are to the extent that player/dealer wager covers. **If a player receives no action, no rebate, refund in any form will be offered to players**

Player/dealers are never required to cover all opposing players' wagers. The house never participates as a player/dealer. The house never takes a percentage of the wager placed in the game.

Hand Ranking Chart

1	Natural	Two Jokers
2	Any 9	With or without Joker
3	8	
4	7	
5	6	
6	5	
7	4	
8	3	
9	2	
10	1	
11	0	

- Player /dealer wins all ties from 0-4 , all other ties from 5-9 are pushes

21ST Century Baccarat

VALUES OF CARDS

A plural deck of standard cards is used for playing of the game. Eight decks are used; one Joker is added to each deck.

- All cards have their face value.
- Joker is a "Wild" card. Aces are 1.
- Picture cards have value of 0.

Ranking Chart

<u>Sequence</u>	<u>Cards</u>	<u>Values</u>
1.	Ace	1
2.	Two	2
3.	Three	3
4.	Four	4
5.	Five	5
6.	Six	6
7.	Seven	7
8.	Eight	8
9.	Nine	9
10.	Ten	0
11.	Jack	0
12.	Queen	0
13.	King	0
14.	Joker	Wild

21st Century Baccarat

PLAYER/DEALER

The following chart outlines the rules regarding the player/dealer drawing procedure. After all players have exercised their rights to draw an additional card, the player dealer may receive his / her draw card.

Rules for Player / Dealer		
7 OR MORE	5 OR LESS	6

21st Century Baccarat

PLAYERS

The following chart outlines all rules regarding the hit cards subsequent to receiving two **DOWN** cards. After all players, including the player /dealer, have received their initial two cards, starting from the next clockwise position from the player /dealer, players may receive a maximum of one additional (hit) card.

Rules for Players		
<u>7 OR MORE</u>	<u>4 OR LESS</u>	<u>5 & 6</u>